deadEarth
Players Handbook

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Read This Or Die **4**
Premise 4
Disclaimer, License, and Warranty 4
To the Players 4
To the Game Master 4
Notice of Trademark 4
Notice of Copyright 4
Credits 5
More Information 5

A Little About Dice **6**
Dice Rolls 6
Skills Rolls 6
Odds Rolls 6
Resolving a Tie 6

The Briefing **7**
History 7
Starting Over 7
Military 10
Legendary Characters 11
Technology 11
How do you fit in? 12

Character Creation **13**
Moves 13
Resiliency 13
Strength 13
Age and Aging 14
Height 14
Weight 14
Height and Weight Modifiers 15
Maximum Carrying Weight 15
Gender 16
Natural Abilities / Inabilities 16
Player's Choice 16
Skill Points 17
Radiation Manipulations 17
Renown 17
Money and Equipment 18

Radiation Table **19**
What, Why, How, and When 20
Radiation Manipulations 21

Skills **118**
Skill Points 118
Natural Abilities and Inabilities 118
Learning Skills 118
Advancing Skills 118
Using Skills 119
Assisting Skill Rolls 119
Training 119
Teaching Skills 119

Specialization 120
Skills 120

Equipment 128
Capital Property 128
Consumables 129
Kits 130
Miscellaneous 131
Tools 133
Services 134
Weapons 134
Projectile Weapons 134
Ammunition 137
Hand to Hand Weapons 138
Area-Effect Weapons 139
Armor 139

Resolving Combat 140
Attacking 140
Initiative 140
Declaring Attacks 140
Called Shots 140
Sneak Attacks 141
Combat Begins 141
Defending 141
Evading 144
Stun 144
Damage 144
Trauma and Death 145
Fatigue 146
Continuing Combat 146
Combat Order 146
Immediate Medical Attention 147

Power Elite Comic 148

Out of The Frying Pan... (sample campaign) 152
Game Master Overview 152
Part 1: The Setup 153
Part 2: On the Run 157
Part 3: Roberto's Raiders 162
Part 4: The Meeting 165
The Saga Continues 168

Using Your Character Sheet 169
Character Statistics 169
Radiations 170
Sources of Renown 170
Armor and Hit Points 171
Equipment 171
Combat Extras 171
Weapons 171

License 172

Read This Or Die

Premise
The world of deadEarth, the ideas that go into it, and the thought that created it all stem from one belief:

"That which does not kill us, makes us stronger."
-Friedrich Nietzsche

Your goal as a player of this game, a reader of the stories surrounding it, and a believer in its truths is to survive. Life is a game, survival is the key and there are no rules. Play hard! Play to win!

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If you have any suggestions, comments or scathing rebuttal, address it to info@thegamecrafter.com.

The story and characters of deadEarth are fictional. Any resemblance they may have to real individuals, places or events is purely coincidental.

To the Players
Always use skill over cunning and brawn, no matter how devious and physically adept you may be. Play with imagination and caution. If it seems too easy to die in deadEarth, that's because it is. Only one will mourn for your death, and that is you. Take heed.

To the Game Master
You, too, are a player, though more powerful than the rest. Be creative in your campaigns and open-minded with your decisions. If a player has an idea, hear him/her out. If the player is wrong, s/he will die for it later. Remember that you alone control a player's surroundings; if a player steps out of line warn him/her. If the player does it again, treat him/her cruelly and without mercy. If the player persists, destroy him/her.

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Play tester is a major understatement of the work that the people listed above have put into deadEarth. These people have written pieces of dE, played and bared with dE from the days when the the entire Players Handbook was only nine pages long, and inspired me to continue developing it. Without them, the world of deadEarth would be as bland as the paper it was first printed on. My thanks and gratitude to them.

More information

For more information about the world of deadEarth and how to play in it, visit our web site at http://www.deadearth.com.

A Little About Dice

You will need to know a few things about dice to play this game. There are two kinds of dice you will need to play deadEarth. They are D6 and D10. A D6 is a standard six-sided die used with most board games. You will use it for character creation, performing skills and dealing damage. A D10 is a ten-sided die. It is less common than a D6, but should be available at any hobby or game store. D10's will be used as percentiles. By percentiles, I mean that you will have two ten-sided (2D10) dice with distinguishable markings. One will be used as the ones place and the other as the tens place. Anytime you see %, percent, or percentile, you will need D10's and not D6's. You will need only 3D10, but you may need as many as 10D6.

Dice Rolls

There will be many instances where you will need to make a roll. It could be in combat against a foe, or against the odds, or against another character when your character is trying to persuade them. With any luck (or no luck), you may even have to roll on the radiation table.

note: Life and deadEarth are games of chance, and you never know when the odds are in your favor.

Skills Rolls

When you are using a skill, you will roll based on your skill level. (Skills and skill levels are clearly defined in the Skills chapter.)

You may roll as little as a D6 or as much as xD6, where x is equal to your skill level for that skill.

Odds Rolls

You will roll against odds when you are performing a skill against your own ability, such as trying to climb a rock face or trying to shoot an inanimate object. Your game master will make you roll based on Table A1.

odds	description
6	Easy. You should have no problem.
9	Below average. You should have little trouble.
15	Average. Just another task.
24	Difficult. You can do this, but it won't be easy.
36	Improbable. A long shot at best.
51	Impossible. Not even on your best day.

Table A1

Resolving a Tie

A tie always favors the initiator of the roll. When two people are rolling against each other, a tie will go to the person who challenged the other. If a player ties against odds, s/he wins.

With the exception of non-player character rolls, a tie with the game master always favors the player.

I didn't realize what had happened the first time. The pressure in my head built up and up like the world's worst migraine, until one day it just happened. A young man, come to visit and trade for some of my vegetables, tried to hork my gardening trowel. I was suddenly and irrationally overcome by anger for this young man, and went into some kind of fit. When I could see and hear and breathe normally again, I had the young man's blood on my hands and his body was torn apart and strewn around me. I thought it was a nightmare, a hallucination. I don't recall cleaning up or what happened later for some time.

The second time, it was welcome. A pair of bandits had jumped me on my way to the neighboring town, one with a spiked club and the other with a wicked-looking knife. It was a hard year, a poor crop, and my last hope for trading before the winter came. I raged at them, attempting to scare them off. They weren't intimidated in the least by an old farmer. Infuriated, I snapped, lost control. I later found myself lying down, with the two broken and twisted bodies of the bandits next to me. One had his head completely turned around.

Now I walk where I wish. My fears of survival are slightly diminished. It is still a difficult thing, to coax puny vegetables from the scorched earth. But at least I have no bandits to fear.

The year is 2023, only nine years after it all began. Just over eight billion people died in the holocaust or in the nine years since. There are only a few hundred million people still known to be alive. That may sound like a lot, but it is not. You can travel for weeks at a time and not see another person or any sign of post war civilization.

History

In 2014, the largest world war ever almost wiped out Earth's human population. What everyone thought couldn't happen, happened. Somewhere in the Caribbean, a warhead was launched at Moscow. Russia responded with massive retaliation. When the U.S. saw that Russia had launched, they fired on Russia and other strategic targets.

The war was quite possibly the shortest in history, lasting only an hour or so. Even so, within hours the radiation enveloped the globe, devastating more than ninety-five percent of the world's population.

The safest places to be are South America and Africa. They were affected least by the radiation. Many people strive to find their way there. There has been no communication with the scientific and exploratory outposts of Antarctica since the holocaust. There were a little over 10,000 people in the frozen land before the war. Most everyone assumes that the nuclear winter got to them, too. There are those, though, who believe Antarctica and Australia have remained unaffected by the radiation. Others seek refuge in remote islands hoping to escape the nightmare of radiation. Unfortunately, radioactive hurricanes usually get the best of them before they reach an island.

Starting Over

Society is rebuilding itself. Small communities have sprung up here and there. Most have trade depots, which are now the business centers in each community. They stock the hard-to-find items such as military equipment, weapons and ammunition, tools and various other gadgets. The trade depots are generally very expensive.

There are also many small shops in the marketplace where craftsmen and farmers sell their wares. These places are usually more reasonable, because their goods are not as rare. In any given community you may find food pantries that deal in canned food and other non-perishables, farmers markets, and black and weapon smiths that sell tools, swords and armor.

The people of this wasteland called Earth now use a unified currency. It is called $tandard. A $tandard is equivalent to about a dollar. It is the coin left over from European Currency Standardization Pact 2003, an agreement to standardize all currency in Europe. Its name then was ESE and stood for European Standard Exchange. The Europeans adopted the American symbol $ for their currency.

MARKET

Military

The military factions are the only form of enforced government. There are two main factions and hundreds of smaller ones. It is sometimes very worthwhile to join one of them. It is a lot of grunt work, but you get equipment, food, and shelter.

The Power, otherwise known as the World Defense Initiative (WDI), is the first of the two main factions, and is best defined as what is left of the super-power governments: United States, Great Britain (excluding Ireland), Russia and Japan. The United States and the United Kingdom have always had close ties because of their common heritage, so it is only natural that they come together in time of war. The Japanese have secretly been building weapons for the United States since the Hiroshima and Nagasaki clean-up. Their culture's drive, along with funding from the United States Department of Defense, threw the Japanese into the lead in the global economic community. In 2007, the Russian economy fell again. The Russian leaders had no choice but to turn to the other super powers to save their starving people. In 2008, the World Peace Council (WPC) was formed as a worldwide governing body (headed mainly by an overbearing United States government). The WPC quickly formed a military policing organization—the WDI, later to be known as the Power.

If there is any high-end technology still in existence, the Power has it and the other factions want it. The Power sees the other factions as unintelligent, uneducated anarchists.

"They are nothing but thieves that disregard order and pray for chaos."

- General David Sime, W DI

The Power is welcomed, for the most part, in the areas that they take over and control. They represent security to the communities they occupy. These communities, however, also despise the rules that the Power enforces. The Power collects taxes from all who wish to live under their protection, and they enforce a darkness curfew, which means that no one can be out on the streets after sunset. Those who disobey are punished by whatever means the Power deems necessary.

The Power wants to set a worldwide government in place, but one thing stands in their way: there are far too many soldiers in the armies of the Power's largest opponent—the Raiders.

The Raiders, also known as the Brotherhood of Freedom, are the other large faction. The Raiders blame the holocaust on the Power and wish to put their own government into place, but the Power stands in their way. The Raiders' numbers are about three times larger than the Power's. Even with great numbers, they are losing the war. Their main downfall is internal strife. They fight so much among one another that everything they do gets bungled. They need leadership, but that is exactly what they don't want. In addition, the Power has a lot of military and strategic training

This is the sixteenth day on the road. My age is certainly catching up with me, but the shoddy boots don't help either. One has a heel that flaps loose every time it leaves the ground, much to my annoyance. In my youth, before the war, you could drive this distance in less than a day. Who would have thought the future would find me walking my life away, from trash cans in Pittsburgh to midden heaps in Raleigh and back. Humanity has long since forgotten what it is like to be nomadic hunter-gatherers. In one sense, it is the adventure I dreamed about as a boy; in another sense, my worst nightmare.

that the Raiders lack.

Military factions in no way control the globe. They are always imminent, but remain uninvolved in most situations. They are concerned more about their political agendas than they are about what specific citizens are up to.

The military factions, though separate, share a common fear. The Japanese, prior to the holocaust, built a few war-bots called the Xavior series. The war-bots were intended to fight on the battlefield in place of human soldiers. They are armor-plated, have learning intelligence, and are trained to kill. They could be stopped and even controlled if the research lab where they were designed and manufactured were still around; it perished in a nuclear fire along with most of Japan.

The war-bots are very dangerous for several reasons. First, they are powered with an on-board nuclear fission reactor. Everywhere they go they dump their waste, adding to an already irradiated environment. That also means that if one is destroyed it will detonate in a nuclear explosion. Second, the Xavior's ability to learn makes them a threat. They can learn how their opponent fights and devise counter measures. Third, there is also a slight possibility that they will realize self-worth. Should that happen, they might begin to replicate themselves.

Legendary Characters

There is much chatter among the scattered villages of dead-Earth. People tell stories, and the stories become fables, then myths, then legends. Some are true, some are false, but all are real to the people of deadEarth. Some are war heroes and others are beasts that come from the DNA / radiation broth of deadEarth.

Technology

Much pre-apocalyptic technology remains. The problem is that there is no power supply for most of it. A few people have built or restored generators for power, but the fuels necessary to run them are also low. Everyone else must rely on battery-powered items or go without. The best source of fuel would be the sun if it weren't for the dust cloud covering the sky. The technology that exists simply cannot be supported by the limited amount of energy resources available.

The hardest-to-find items are the consumables that technology uses: gasoline, oil, batteries, and ammunition. Chances are, if anyone has these items, they will not want to part with them.

Yes, cyber-junkies, the Internet still exists, at least in part. You won't find a VUI (Virtual User Interface) though; you'll probably be forced to use a keyboard and a flying mouse. About the only servers that exist anymore are maintained by the Power for communication purposes.

How do you fit in?
Information Age people have been unwillingly thrust back into the Dark Ages. If you think acid rain was bad, wait 'til you encounter fallout rain. If you thought smog was bad, you can't even see the sun through the dust cloud in the sky. You are now a part of this world whether you wanted to be or not. You must try to survive any way you can. If starvation or the cold of night don't kill you, your friend surely will (for the scrap of food that you found or the weapon that you carry). Whichever way you go, and whatever you decide to do, whether it be to conquer the world or just find your way to a place you can call home, be sure to remember one thing: trust no one.

Every morning when you wake, you will see the same thing: gray skies, incinerated remains, and deadEarth. You will wonder if you will ever see the sun again. You will wish that you could wake up from this nightmare.

The gray sky is heavy and motionless today. I never realized how much I took for granted the pearlescent blue sky and beautiful puffy clouds. Now it is all the same, from horizon to horizon, a sky the color and texture of soiled concrete. Flecks of black ash float through the atmosphere on the rare breeze, all that is left of people and cities and technology and lives. Changes in weather are welcome, no matter how harsh they are. Severe winds and rain drive men and beasts under cover for fear of fallout, but they also relieve the oppressive humidity if just for a while. Today, though, the sky only rains the lives of men and women and children. Ashes to ashes and dust to dust.

The world breaks everyone and afterward many are strong at the broken places. But those it cannot break it kills. It kills the very good and the very gentle and the very brave impartially. If you are none of these you can be sure that it will kill you, but there will be no special hurry.
- Ernest Hemingway

Character creation is the single most important event in your character's life. Be careful.

You'll need to gather a few items. Get the latest version of the character sheet off of the deadEarth web site or copy it from the back of this book. You'll also need to gather some pencils or pens, some scratch paper, the dice mentioned in the A Little About Dice chapter, and a few friends to play with.

If you create a character that you don't like, you may simply throw it away and create a new one; however, you may not create more than three characters. If you throw away your first two characters, you must keep the third. Remember that part of role-playing (perhaps the best part) is dealing with less-than-favorable situations.

Moves

Everyone has a speed at which they can travel and perform tasks. In deadEarth, your character's speed is determined by moves. The more moves you have, the faster you can do everything and the more you can do in less time. Your moves directly translate to miles per hour and the number of actions you can take during combat (see Resolving Combat for details). To calculate the number of moves your character starts with, roll 2D6. The formula for moves looks like this:

moves = 2D6

Resiliency

Resiliency is your character's physical toughness or ability to shrug off damage. Think of it as a sort of natural armor, like a boxer that is punished, but still has the strength to come back in the 10th round to take the title. To calculate your character's resiliency, roll D6 and add 3. The formula for resiliency looks like this:

resiliency = D6 + 3

If your resiliency is ever permanently reduced to zero or less, you will have a 33% chance of death every day from common bacteria and viruses. Your body will no longer have the ability to fight off infection, and just about everything will be able to kill you.

Strength

Everyone's strength starts at zero. You may build it with skill, your physical size may modify it, and the radiation table may also alter it. Your strength will have an effect on the difficulty of strength-related (weight training skill) rolls that your game master has you make. Your strength also greatly affects the amount of damage you do in hand to hand combat.

Use the following comparisons for an idea of how strength varies. A person with a strength less than zero will be crippled

and will have a hard time carrying their own body weight. An average person who is in fair physical condition will probably have a strength of one (1). Someone with a strength of three is comparable to Arnold Schwarzenegger. Anything above three is considered super-human.

Age & Aging

Age determines a lot about your character. Roll percentiles on Table C1 to determine your age, then make modifications to your character as indicated by your roll on the table. Keep in mind that the modifiers on that table are cumulative, and so are in addition to the modifiers your character gains later in character creation and life.

Unfortunately, age tends to catch up with even the strongest of us. No one ages gracefully on deadEarth. Every year after the age of 40 apply a -1 modifier to either resiliency, strength, or moves.

age	moves	skill points	strength	resiliency	radiations
01-05	Choose an age between 16 & 60.				
06-10	Roll again and add 50 skill points.				
11-15	Roll again and subtract 50 skill points.				
16-20		150 + D6 x 10			
21-25		260 + D6 x 10			D6
26-30		380 + D6 x 10			D6
31-35		510 + D6 x 10			2D6
36-40	-1	650 + D6 x 10			2D6
41-45	-3	800 + D6 x 10		-1	3D6
46-50	-5	960 + D6 x 10	-1	-3	3D6
51-55	-7	1130 + D6 x 10	-3	-5	4D6
56-60	-9	1310 + D6 x 10	-5	-7	4D6
61-65	Roll twice more and choose between your rolls.				
66-70	Roll again and add D6 radiation manipulations.				
71-75	Roll again and subtract D6 radiation manipulations.				
76-80	Roll again and add 100 skill points.				
81-85	Roll again and subtract 100 skill points.				
86-90	Roll again and choose your height and weight.				
91-95	Roll again and add a D6 to an attribute.				
96-00	Roll again and subtract a D6 from an attribute.				

Table C1

Note: Starting characters can only be between 16 and 60. Any younger, and you are not old enough to be an adventurer. Any older, and you would be dead from the hazards of deadEarth.

Height

Height is your character's physical height in inches. To calculate your height, roll 6D6 and add it to 48. The formula for height looks like this:

48 + 6D6 inches

Weight

Weight is your character's physical weight in pounds. It is deter-

mined partially by your character's height. Roll 5D6 and multiply your height by the corresponding modifier in Figure C1.

Height & Weight Modifiers

Height and weight impact your character's speed, toughness and strength. Therefore, you must adjust your character's moves, resiliency, and strength accordingly. Find your character's height and weight on Table C2 and adjust his/her attributes accordingly. The columns under each height represent moves, resiliency, and strength respectively.

Maximum Carrying Weight

Answer this question (be honest): Can you carry a rocket launcher, a portable satellite up-link dish, and a half-dead comrade? I said be honest. No, of course you couldn't and

Table C2

	41"-48"		49"-56"		57"-64"		65"-72"		73"-80"		81"-88"		89"-96"		97"-104"		105"-112"		113"-120"		121"-128"	
0-59 lbs.	+1	+1	+2	-3	-1	+2	-2	+3	-3	+3	-4	+3	-5	+4	-6	+4	-7	+4	-8	-3	-9	-3
60-119 lbs.	+2	-2	+1	+1	+2	+2	-1	-3	-2	+3	-3	+2	-4	+3	-5	+4	-6	+4	-7	-2	+4	-2
120.179 lbs.	+1	-1	-1	+2	+1	+1	+2	-2	-1	+2	-2	+1	-3	+2	-4	+3	-5	+4	-6	-1	+4	-1
180-239 lbs.	-2		-1	+1	+2		+1	+1	-1	+1	-1		-2	+1	-3	+2	-4	+3	-5	-1	+4	
240-299 lbs.	-2	-1	-2		-1	+1	+1		+2	+1	+1	+1	-2	+1	-3	+2	-4	+3	-5	-1	+4	+1
300-359 lbs.	-3	-2	-2	+1	-2	+2	-1	+2		+1	+2		-3	+2	-4	+3	-5	+4	-6	-2	+4	+2
360-419 lbs.	-3	-3	-3	-2	-2	+3	-2		-1	+1	+3		-4	+3	-5	+4	-6	+4	-7	-2	+4	+3
420-479 lbs.	-3	-4	-3	-3	-3	+4	-2	-1	+4	-2		+1	-4	+4	-5	+4	-6	+4	-7	-3	+4	+4
480-539 lbs.	-4	-5	-3	-4	-3	+5	-3	-2	+5	-2	-1		-5	+5	-6	+5	-6	+5	-7	-3	+4	+5
540-559 lbs.	-4	-6	-4	-5	-3	+6	-3	-3	+6	-3	-2	-1	-5	+6	-6	+5	-7	+5	-7	-3	+4	+6
560-599 lbs.	-4	-7	-4	-6	-4	+7	-3	-4	+7	-3	-3	-2	-5	+7	-6	+6	-7	+5	-8	-4	+4	+7
600-659 lbs.	-4	-8	-4	-7	-4	+8	-4	-5	+8	-3	-4	-3	-5	+8	-6	+6	-7	+6	-8	-4	+4	+8
660-719 lbs.	-5	-9	-4	-8	-4	+9	-4	-6	+9	-4	-5	-4	-6	+9	-6	+6	-8	+6	-8	-4	+4	+9
720-779 lbs.	-5	-10	-5	-9	-4	-8	-4	-7	-4	-6	-5	-4	-6	+9	-6	+7	-8	+6	-9	-4	+4	+9
780-839 lbs.	-5	-11	-5	-10	-5	-9	-4	-8	-4	-7	-6	-4	-6	+9	-6	+7	-8	+7	-9	-4	+4	+9
840-899 lbs.	-5	-12	-5	-11	-5	-10	-5	-9	-4	-8	-7	-4	-6	+9	-6	+7	-8	+7	-9	-4	+4	+9
900-959 lbs.	-5	-13	-5	-12	-5	-11	-5	-10	-5	-9	-8	-4	-7	+9	-6	+7	-8	+7	-9	-4	+4	+9
960-999 lbs.	-6	-14	-5	-13	-5	-12	-5	-11	-5	-10	-9	-5	-8	+9	-7	+7	-8	+7	-9	-4	+4	+9

neither could your character. That's why deadEarth characters have an attribute called maximum carrying weight. Maximum carrying weight is the amount of weight your character can carry without being physically inhibited. The amount depends on your character's strength.

Everyone can inherently carry 30 pounds. You can carry more or less depending on your Strength. Apply a 10 pound modifier for each point of Strength. The formula for maximum carrying weight looks like this:

maximum carrying weight = 30 + (strength x 10) pounds

If you have a -2 strength modifier, your maximum carrying weight would be 10 pounds, however, if your strength modifier is +2, you could then carry 50 pounds.

If you are carrying more than your maximum carrying weight, subtract one (1) from strength and moves for each 10 pounds over your maximum carrying weight.

Gender

You have to choose something for yourself, so have at it.

Natural Abilities/Inabilities

No matter how much you practice, there will always be those one or two things you just can't seem to grasp; likewise, there are a few other abilities you have that your friends find amazing. So it is with your character. Go through the list of skills on your character sheet in order and roll 2D6 for each one. Put a "+" next to each skill for which you roll a 12 and a "-" next to each skill for which you roll a two. See the Skills chapter to determine how this affects you.

Player's Choice

After creating your character, you have a choice to make. Everybody can choose one thing about their character—one detail that you would like to have an edge in. Choose from one of the following three options:

1) Roll a D6 and add to or subtract from one item in the following list of attributes:

- age
- height
- initiative
- maximum carrying weight
- moves
- resiliency
- shielding
- weight

2) Roll a 2D6 and multiply by 10. Add that number of skill points to your character.

3) At character creation, you may purchase rolls on the radiation

table at a cost of only 10 skill points per roll. Keep in mind that you only get three characters; and the radiation table can be quite hazardous to your health.

Skill Points

Use the skill points you got from table C1 to boost your character's skills in levels. See the Skills chapter for more information on how to use skill points.

Radiation Manipulations

Roll on the Radiation Table the number of times you were given from the radiation manipulations on Table C1. If you die, so be it.

Renown

Gaining renown is the ultimate goal of most characters. Actually, the goal is to become legendary, but you need renown to accomplish that goal.

Everyone's renown starts at zero, and your goal is to get to 25 or better. You may gain renown in a number of ways:

- You may gain renown from radiation manipulation.
- Your game master may assign renown based on completing legendary tasks.
- If your clan is selected as clan of the month on the deadEarth web site, each of your clan members is entitled to one point of renown.

There are restrictions on what can and cannot be used for gaining renown. You can use any of the previously listed ways to gain renown. You cannot get renown for completing a legendary task unless other people know about it so that the word may spread. If no one (besides the members of your clan) witness you completing the legendary task, then you must use your troubadour skill to tell stories about it, hence spreading the word of your stature.

Now I suppose you want to know what you can do with all your renown? While in combat, add your renown to your initiative and once per day add your renown to any skill roll of your choice. You might be asking yourself, "Why would renown affect those things?" The answer is awe. In a combat situation you add it to your initiative because your experience helps you read the situation, and your opponents are nervous to begin a fight with you because they are in awe of you. It is sort of a self-defeating attitude kind of thing. You get to add it to a skill roll for the messiah factor. You are, in essence, one of the chosen few, someone whose presence can be felt when you enter a room; of course you can pull off a miracle skill roll.

In addition to the previous benefits, once you gain 25 renown you may choose to retire and apply to become an actual dE Legend. Send your character sheet to info@deadearth.com or log on to the deadEarth web site at http://www.deadearth.com and submit

Character Creation

your character to the legends database. From then on, your character may be used by game masters all over the world as a non-player character in deadEarth. A lucky few will have stories written about their characters and be published in deadEarth: Legends.

Money & Equipment

To start, you will have very little money. Any equipment that you need will have to come from the money you start with. If you need more, beg, borrow, steal, or work (yeah right!). Your character will start with 3D6 times 100 $tandards. The formula for starting $tandards looks like this:

$(3D6 x 100)

Gaining equipment will be your first crack at role-playing in deadEarth. That's right—you must barter with your game master for every piece of equipment your character gets. (You may want to boost your haggle just for this.) Oh, by the way, other members of your party can't help you now, because you obtained this equipment before you met them.

Radiation Table

"Radioactivity is the leading cause of death in deadEarth. It is imperative that any who wish to survive in this empty and blasted carcass of a world understand this most dangerous of adversaries. Radiation is invisible, silent, and deadly. Its effects may be felt immediately, or may drain your life over a period of several years, leaving you nothing but a charred torso, dragging yourself along with your one good arm. Understanding is your only defense; ignorance is certain death.

In pre-deadEarth, radiation was rarely a concern. Long-term exposure to low doses of radiation was prevented through building and medical safety codes. In high doses, radiation could be used to treat some medical conditions by killing diseased tissue. However, little information existed regarding the effects of whole-body exposure to varying levels of radiation over many years. deadEarth has changed all this.

Under normal circumstances, most elements of the Earth have stable nuclei. There are few naturally occurring radioactive elements. However, every atom in the universe has the potential to become radioactive. In the massive fission reactions produced by atomic bombs, mass is converted into energy like in the core of a star. The amount of energy created by such a bomb will convert billions of normally stable nuclei into energetic nuclei. Depending on the characteristics of the atom, this extra energy will be released in different ways and over varying amounts of time. These atoms will disperse in the air, earth, and seas, and as they release their excess energy they will undergo decay to a stable ground-state atom. Nuclear fragments, alpha particles, beta particles, positrons, Auger electrons, internal conversion electrons, gamma rays, x-rays, neutrinos and antineutrinos may all be released in these decays. This energy, in turn, will excite other atoms as it encounters them. Typically this results in ionization of the atom, releasing an orbital electron and/or x-rays. This energy may fuel similar reactions in other atoms. Thus is a chain reaction set up, and for the last twenty years the massive amounts of energy which created deadEarth have been dispersed everywhere, leaving no place untouched.

These energetic particles will encounter materials with different densities and either pass through without harm or be absorbed by the material. The material is said to attenuate the energy, and the denser the material, the more it attenuates. The higher the energy of any particle, the less likely it is to interact with any material, but when it does it releases more energy. Thus, dense materials like lead are good at stopping high-energy particles. Less dense materials will stop energy of lesser energy. Using dense materials to protect something from radiation is called shielding.

Although energetic particles travel in straight lines, shielding in deadEarth does little good. There is so much radioactive debris in the air and water that biological organisms cannot help but be exposed. Radioactive carbon dioxide, gaseous nitrogen, and

even water are also abundant. A distinct difference, however, is that the radiation released by these molecules is low energy, even survivable for a period of time.

As if this weren't enough, the destruction of civilization has also decimated what little was left of the ozone and the other atmospheric layers which protected us from the cosmic radiation produced by our sun. The fallout cloud may block the light, but not the highly energetic particles from the nuclear reactions occurring in the sun. deadEarth has also been knocked slightly off its axis of rotation, and its magnetic field has become slightly nonuniform. More cosmic radiation can thus invade the atmosphere, raining destruction, during certain times of the year and in different places.

The effects of radiation on biological organisms are complex. If radioactive elements are taken up in the body, they will deposit their energy throughout the body over a period of time. Energy deposited over time is called dose. If the dose is high enough it will destroy sensitive structures in the cells like mitochondria, killing the cells. If the dose is low, the energy will change the chemical structures of the atoms and molecules in the cells. Lipid bilayers, protein sequences, metabolic processes, neural pathways -- anything may happen to any tissue.

The following list is a simple cataloging of known radiation-induced abnormalities in humans, which have been witnessed and recorded by reliable people over the last twenty years. There are many more variations already in existence, and countless numbers being created every day as the radioactive fallout of deadEarth affects even more people. Take caution, and go forth armed with the understanding of your doom."

-Insil Banes

What, Why, How, and When

The radiation table is a list of random side-effects caused by the left over radiation on deadEarth. You will have to roll on this table from time to time depending on how much radiation you encounter. Interior coastlines around standing water (like lakes) and the remains of major cities have the most radiation. For these areas you may have to roll as much as once per week that you are there. In extreme rural areas you may have to roll as little as once per year.

You may find some advantages on the radiation table. While you see them as beneficial, society won't. You will be hunted, chased, taunted, and eventually killed. Happy rolling!

Radiation manipulations can be binary, cumulative, permanent, or temporary. Binary radiations can only affect you once. If you roll a binary radiation more than once, reroll. The effects of cumulative radiations add up over time. Permanent radiations are those that cannot be removed from your list of radiations, even if another radiation tells you to do so. You can receive the effects of

The dull, aching pain began a week ago. It started in my left leg and moved farther up into my thigh, hip, torso, and chest day by day. At first it was the dull ache of muscle soreness, and I wrote it off as the effects of walking ten miles a day. It was two days ago that I knew it for what it was. The pain had increased, a clenching of every muscle in my body until it felt like my bones were being crushed in their iron grip. A burning sensation accompanied the muscle pain, burning like acid stripping the skin away and corroding the flesh beneath. I can no longer move, not even to eat or drink. My eyes are swollen shut and my tongue lolls out of my mouth, too dry even to leave a trail of drool across my chin. It hurts, like nothing has ever hurt before, the pain wracking my body and leaving gasping and rasping for breath.

It is the radiation sickness, again. Never before has it been this bad, though I've seen it take men apart, men who possess greater strength and will to live than I. It will pass, if only I hold on, hold out. Or not; and it will not matter, not once I am gone.

permanent radiations more than once. Temporary radiations are those that only remain on your list long enough to complete their cycle, then they remove themselves. You can receive the effects of temporary radiations more than once.

There are ways to protect yourself from the effects of radiation, though no one really knows how much protection is enough. Shielding is your amount of protection against the effects of radiation. There will be some instances when your game master asks you to roll on the radiation table, and shielding will not help you in those situations. However, shielding can protect you from the background radiation of everyday life as well as exposure to radiation through normal adventuring. For example, if there is a 50% chance that you will have to roll on the radiation table, and you have a +20 shielding, then you really only have a 30% chance to roll on the radiation table. Initially everyone has a shielding of zero. Shielding can go positive or negative from zero. Shielding can never be more than +75.

Roll a D10 plus percentiles on the following table, where the extra D10 represents the hundreds place: (If you roll a number for which there is no radiation, pick the closest number.) The effects from mutation will gradually be added to or subtracted from your character over 2D6 days.

Radiation Manipulations

000 Unearthly. You don't know what you are, and neither does anyone else. It's not human, that's for sure. All attempts to use first aid, medic, medical doctor, biology, or chemistry on your body or body samples is improbable (8D6). **cost:** none. **range:** self. **effect:** binary.

001 Seven cardinal virtues. Gain all of the cardinal virtues. Add (997) faith, (902) hope, (830) charity, (755) justice, (701) fortitude, (099) prudence, and (016) temperance to your list of radiation manipulations. **cost:** none. **range:** self. **effect:** permanent.

002 Doppelganger. You may take on all the attributes of any person within 25 feet of you. If you decide to take on a person's attributes you must take on strength, resiliency, and moves. After D6 minutes, your attributes return to your own. **cost:** 7 skill points. **range:** 25 feet. **effect:** binary.

003 High roller. Roll a D6. Whenever you roll on the radiation table, reroll any die that is less than your D6 roll. **cost:** none. **range:** self. **effect:** binary.

004 Attenuation. Roll a D6 and apply the following conditions based on your roll: (1-3) Add D6x10 to your shielding. (4-6) Subtract D6x10 from your shielding. **cost:** none. **range:** self. **effect:** permanent.

005 Homebody. Gain an extra skill point every time you roll

Radiation Table

domestics. **cost:** none. **range:** self. **effect:** cumulative.

006 Rite of desecration. You may adorn yourself with dirt, excrement, and the body parts of the dead. While you are so adorned, everyone who comes into contact with you must roll their resolve against average (15) odds to keep from fleeing. Anyone who remains near you makes all actions at -2D6 while within smelling distance of you. You no longer need to roll resolve to keep from throwing up, ever. **cost:** none. **range:** sight or smelling range. **effect:** binary.

007 Belly up. The next time you come in contact with a body of water, you will die. **cost:** none. **range:** touch. **effect:** binary.

008 Bottoms up. You cannot get drunk, bombed, hammered, pulped, or otherwise intoxicated. **cost:** none. **range:** self. **effect:** binary.

009 Vigilance. Add +5 to your initiative rolls and +2 to moves. **cost:** none. **range:** self. **effect:** cumulative.

010 Cunning. Add a D6 to reason. **cost:** none. **range:** self. **effect:** binary.

011 Crafty. Add a D6 to jury-rig. **cost:** none. **range:** self. **effect:** binary.

012 Misdemeanor. A radiation-induced fit of hysteria causes you to break something valuable, which in turn causes you to be relieved of D6x10 standards (or as much as you have, if not enough). **cost:** none. **range:** self. **effect:** temporary.

013 Symbiote. You have come into contact with a plant, animal, or microscopic biological organism which has attached itself to you permanently. Roll percentiles to determine the body location your symbiote has attached to. This area now becomes a critical area. Any attempt to remove the symbiote will kill it. Removing this radiation will kill the symbiote. If your symbiote dies, you die, and vice versa. From now on, whenever you roll on the radiation table, so does your symbiote. Your symbiote is affected by your radiations and you are affected by its. **cost:** none. **range:** self. **effect:** binary.

014 Pass. Choose a random radiation from your list and make it binary. The next person you come into contact with gains that radiation and pass. Then remove that radiation and pass from your list. **cost:** none. **range:** touch. **effect:** temporary.

015 Sloth. You are lazy and pathetic. Add D6 x 10 to your weight. You absolutely will not do anything for anyone other than yourself and only rarely will you do something for yourself. You sleep through most of your days and waste most of your life. If it weren't for your comrades you would be dead already. Add (661) staid to your list of radiations. **cost:** none. **range:** self. **effect:**

permanent.

016 Temperance. You must not and will not overindulge yourself. You can read between the lines more than most and see the perils inherent in any risk. Add 2D6 to gamble, reason, resolve, charisma, influence, spot trap, and haggle. Those skills are now also natural abilities. Add (503) sense danger to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

017 Radiation Decay. Each time you roll on the radiation table, subtract a hit point from a random part of your body. **cost:** none. **range:** self. **effect:** cumulative.

018 Rite of blasphemy. You may permanently reduce another's renown by one either by permanently reducing your own renown by one, or by permanently reducing your guile by D6, any number of times. **cost:** 1 renown or D6 guile. **range:** touch. **effect:** binary.

019 Temporary respite. You may reroll the next three radiations your character receives, at the time it is rolled (does not apply to radiations already on your list), before the effect takes place. Remove temporary respite after you have three or more radiations on your list beyond temporary respite. **cost:** none. **range:** self. **effect:** temporary.

020 Decapitation. Radiation blows your head right off. Take 10D6 damage to your head. **cost:** none. **range:** self. **effect:** binary.

021 Reprieve. Record your current shielding, then add +75 to your shielding. -1 to your shielding each day until you reach your original shielding. When your original shielding is reached, remove reprieve. **cost:** none. **range:** self. **effect:** temporary.

022 Reprisal. You may add to your list of radiations any single radiation which has been previously removed from your list, then remove reprisal from your list. If no radiations have been removed, or you cannot remember, or you do not wish to use the effect, also remove reprisal from your list. **cost:** none. **range:** self. **effect:** temporary.

023 Stigmata. Your body is covered with obvious scars from radiation exposure. You consider these scars a mark of shame, a sign of disease which is contemptible by others. -4 renown and charisma cannot be greater than 3D6 (and is reduced to 3D6 if higher). **cost:** none. **range:** self. **effect:** binary.

024 Civilized. Your very courteous and appropriate manner portrays kindness. +D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

025 Capitate. Your head becomes swollen and enlarged. Add one hit point to your head. You cannot wear any armor on your

head due to extreme tenderness. **cost:** none. **range:** self. **effect:** binary.

026 Memory augmentation. At each even level of memory above 2D6 (4D6, 6D6, etc.), add a +D6 modifier to D6 skills of choice. These skills must have a prerequisite of physics, biology, computer operation, or chemistry. **cost:** none. **range:** self. **effect:** binary.

027 Torpid. Your body is lacking in vigor and is sluggish. -3 moves. **cost:** none. **range:** self. **effect:** cumulative.

028 Undaunted. You are not easily discouraged or intimidated. +D6 to resolve. **cost:** none. **range:** self. **effect:** cumulative.

029 Fire pee. Your urethra is blocked and twisted. Remove one hit point from the groin. Whenever you urinate, roll a D6. On a 1, your urination is burning and extremely painful, and it takes 2D6 minutes to finish urinating. **cost:** none. **range:** self. **effect:** binary.

030 Compassion. Gain an extra skill point every time you roll first aid, medic, or medical doctor. **cost:** none. **range:** self. **effect:** cumulative.

031 Tenuous existence. Reduce your resiliency to zero, and take double stun from all damage. **cost:** none. **range:** self. **effect:** binary.

032 Terminal illness. Each month, subtract one renown. When your renown equals zero, you die. **cost:** none. **range:** self. **effect:** binary.

033 Tour de force. Your next feat of exceptional strength, skill, or ingenuity becomes widely publicized. The next time you gain renown, add twice the amount gained, then remove tour de force. **cost:** none. **range:** self. **effect:** temporary.

034 Invertebrate. Your bones are firm enough to support you, but your maximum carrying weight is reduced to 10 pounds. Add 10 resiliency. **cost:** none. **range:** self. **effect:** binary.

035 Vivacious. You are energetic and outgoing. +1 move and natural ability to charisma. **cost:** none. **range:** self. **effect:** cumulative.

036 Mutable. You are extremely prone to radiation mutations. -75 to your shielding. **cost:** none. **range:** self. **effect:** binary.

037 Terrorize. You can use your intimidate to strike fear into the hearts of men. Whenever you make a successful intimidate roll, you may choose to have the effect be to freeze the victim in fear (2D6 stun), or to flee from you in terror. **cost:** none. **range:** self. **effect:** binary.

The scar marks me as clearly as if I had a third eye. Wherever I go, the scar running from the base of my neck to my left temple draws eyes, sometimes dangerous eyes. It came on a year ago, the scarring. I had just defended myself against a thief in the night, leaving her body on the hard ground, when I had some kind of seizure. The scar was made by my own hand with the knife still clutched in my hand. I could somehow sense it coming, knew I wasn't trying to kill myself. I barely kept from cutting my own jugular.

Now the scar marks me in a way I can barely live with. And it's not the only one, just the most visible. Six months ago I had to kill a man to keep him from doing the same to me in my sleep. I was taken by another seizure, and gashed my arm from hand to elbow on the edge of my own sword. Two months ago I threw a knife into a man's back to keep him from taking my horse. The seizures came yet again, and I found myself retrieving the knife and stabbing myself in the thigh. I'm still limping from that one. And now I'm staring down a young boy wielding a broken bottle. All he wants is some food. Sorry, kid, I don't have any to spare.

038 Torment. You can use your guile to drive someone to distraction. If you make a successful guile roll (against your opponent's reason), you can cause someone to be distracted for the rest of the day. This distraction may be an obsession about their clothing, personal appearance, what someone thinks of them, etc. Distraction causes a temporary natural inability to all skills, and a -10 to initiative. **cost:** none. **range:** self. **effect:** binary.

039 Hospitality. You can use your charisma to charm anyone into giving you a bed for the night and some food, if they have any to spare. If you make an average charisma roll with this intent, this effect is automatic. **cost:** none. **range:** self. **effect:** binary.

040 Tenderfoot. -2D6 to pioneering. **cost:** none. **range:** self. **effect:** binary.

041 Vanity. -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

042 Irresistible. Whenever you use your charisma or influence to seduce another, you may add +3D6 to those rolls. **cost:** none. **range:** self. **effect:** binary.

043 Radiation desensitization. Radiation has little effect on your body. +2D6 shielding. **cost:** none. **range:** self. **effect:** cumulative.

044 Biohazard. Any food or water you touch becomes contaminated. If anyone (including you) eats/drinks contaminated food/water, they must beat an average resolve roll to prevent vomiting. Moves are halved while vomiting. **cost:** none. **range:** self. **effect:** binary.

045 Watery grave. The protein coating which protects cells from water is weak in your body. Water will actually wash away cells, doing you damage. Body parts exposed to light rain, puddles, lakes, or other standing water take D6 damage per hour of exposure (minimum of 1D6, resiliency counts). Running water, fast-moving rivers, squirt guns, heavy rain, etc. will 1D6 damage per attack or per minute of exposure to any exposed body parts. Drinking water does not do damage. **cost:** none. **range:** self. **effect:** binary.

046 Pervasive mutation. Any cross-mutations you have that affect only a single part of your body now affect your entire body. Add a cross-mutation of the same type to every part of your body, for each cross-mutation you have. Cross-mutations that already affect the entire body do not multiply in this way. **cost:** none. **range:** self. **effect:** binary.

047 Radiation sensitivity. Radiation has more effect on your

body than average. -2D6 from shielding. **cost:** none. **range:** self. **effect:** cumulative.

048 Criminology. +D6 to guile, search, and streetwise. +2D6 to investigate. **cost:** none. **range:** self. **effect:** binary.

049 Repertoire. You have a great collection of stories and jokes that you can quickly call on to impress others. +2D6 to troubadour, +D6 to charisma. **cost:** none. **range:** self. **effect:** binary.

050 Renovate. Your radiation list is restored to its original pristine condition. Keep any radiations you had at character creation, and remove all other non-permanent radiations, including renovate. **cost:** none. **range:** self. **effect:** temporary.

051 Area 51. Roll a D6. On a five, add five hit points to area 51 (torso). On a one, add one hit point to area 51 (torso). On a 2,3,4, or 6, subtract one hit point from area 51 (torso). **cost:** none. **range:** self. **effect:** cumulative.

052 Whiskers. A cross-mutation with a mammal has given you whiskers. Add a D6 to senses. **cost:** none. **range:** self. **effect:** cumulative.

053 Reciprocate. From now on, if any other player or non-player character alters your attributes, skills, natural abilities or inabilities, or hit points through a radiation, you will do the same to him/her. Immediately after their effect takes place, the same effect then happens to them with you as the initiator. Effects from reciprocated radiations are not removed if reciprocate is removed. **cost:** none. **range:** self. **effect:** binary.

054 Menacing. +2D6 to intimidate, -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

055 Utopia. Remove any radiations from your list you wish, then remove utopia (utopia is fleeting). **cost:** none. **range:** self. **effect:** temporary.

056 Viability. You are capable of surviving against the incredible adversity of deadEarth. If you receive any radiation which will directly cause your death (within a year, or if you cannot pay any costs), do not add that radiation to your list. Instead, add to your list a cross-mutation of your choice (any except double cross-mutation). **cost:** none. **range:** self. **effect:** binary.

057 Revitalize. Remove from your list any radiations you wish, which have applied any negative modifiers to strength, moves, or resiliency. Then remove revitalize. **cost:** none. **range:** self. **effect:** temporary.

058 Rebirth. You are born again. Reduce all skills to 2D6. Roll to gain skill points according to your age (as per the character creation section), and apply them as you wish. All radiations and

other attributes remain as they are. Then remove rebirth. **cost:** none. **range:** self. **effect:** temporary.

059 Reptilian hybrid. Your genetic structure has permanently changed to include mutations found in reptiles. Add D6 cross-mutations with reptiles of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

060 Avian hybrid. Your genetic structure has permanently changed to include mutations found in birds. Add D6 cross-mutations with birds of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

061 Insectivora hybrid. Your genetic structure has permanently changed to include mutations found in insects. Add D6 cross-mutations with insects of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

062 Ichthy hybrid. Your genetic structure has permanently changed to include mutations found in fish and other water-dwelling invertebrates. Add D6 cross-mutations with fish or other water-dwelling invertebrates of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

063 Vegetative hybrid. Your genetic structure has permanently changed to include mutations found in plants. Add D6 cross-mutations with plants of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

064 Mammalian hybrid. Your genetic structure has permanently changed to include mutations found in non-human mammals. Add D6 cross-mutations with non-human mammals of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

065 Roughing it. Gain an extra skill point every time you roll pioneering, spot trap, or trapping. **cost:** none. **range:** self. **effect:** cumulative.

066 Amphibious hybrid. Your genetic structure has permanently changed to include mutations found in amphibians. Add D6 cross-mutations with amphibians of your choice, and make them all permanent. **cost:** none. **range:** self. **effect:** permanent.

067 Unctuous. You are smug, ingratiating, and portray a false earnestness that is obvious to others. -2D6 to charisma. **cost:** none. **range:** self. **effect:** binary.

068 Rite of consecration. You can perform a ceremony

(invent one) to temporarily consecrate a piece of equipment. Whoever uses this piece of equipment receives +2D6 toward any skills for which it is meant. (A consecrated rifle gains +2D6 to WS Rifle for the user.) Consecrating any item permanently consumes 5 skill points for each day of consecration for each item. (At the time of consecration, if you spend 50 skill points, the item is consecrated for 10 days.) **cost:** special. **range:** touch. **effect:** binary.

069 Rite of baptism. You can perform a ceremony (invent one) to purify the body and heal the soul. This ceremony will heal 2D6 hit points of choice on yourself or on another. The ceremony must last about 10 minutes. **cost:** 2 skill points. **range:** touch. **effect:** binary.

070 Gamma knife. You can release radiation in controlled bursts. A radiation burst may be directed at a single target, but everyone within 20' will be exposed. The target suffers 2D6 damage (resiliency counts), no stun, and has a 50% chance of rolling on the radiation table. Everyone else within 20' takes no damage, no stun, but has a 50% chance of rolling on the table, except you; you take no damage, D6 stun, and have a 75% chance of rolling on the radiation table. **cost:** none. **range:** self. **effect:** binary.

071 Gamma camera. You can see the radiation emitted by all objects, living or inanimate, and judge the intensity of both background and local radiation. **cost:** none. **range:** self. **effect:** binary.

072 Ion cloud. The radiation your body emits is high enough in energy to ionize the air immediately around you, giving you a blue glow which is visible day or night, and the smell of ozone. Subtract a D6 from hide and stealth. **cost:** none. **range:** self. **effect:** binary.

073 Radiation headaches. After any time you roll on the radiation table, for D6 days immediately following you have painful headaches. -D6 moves and -2D6 to senses during this time. **cost:** none. **range:** self. **effect:** binary.

074 Radiation numbness. After any time you roll on the radiation table, for D6 days immediately following various parts of your body experience a sensation of numbness. -D6 moves and -2D6 to senses during this time. **cost:** none. **range:** self. **effect:** binary.

075 Imprison. If you also have (990) darkness, then add the radiations (577) blind, (257) deaf, (452) mute, and (150) quadruplegic to your list of radiations. **cost:** none. **range:** self. **effect:** binary.

076 Radiation lethargy. Any time you are required to roll on the radiation table, roll a D6. On a 1, your body reacts to the radiation

by making you tired. Roll resolve against difficult odds to keep from sleeping for D6 hours at the time of rolling. Even if you succeed, you will experience fatigue for D6 days immediately following your roll. Subtract D6 moves and 2D6 from senses during this time. **cost:** none. **range:** self. **effect:** binary.

077 Unknown talent. The game master picks a skill and notes it, but does not inform you which skill it is. Whenever you attempt to use that skill, your odds rolls are decreased by 3D6 (the game master applies to the difficulty roll without your knowledge). **cost:** none. **range:** self. **effect:** binary.

078 Persnickety. You have an obsession with your personal appearance and your cleanliness. **cost:** none. **range:** self. **effect:** binary.

079 Lead coat. +10 to shielding. **cost:** none. **range:** self. **effect:** cumulative.

080 Hawker. +D6 to haggle. **cost:** none. **range:** self. **effect:** cumulative.

081 Hocker. +D6 to appraise. **cost:** none. **range:** self. **effect:** cumulative.

082 Lung cookies. Your lungs and airway are partially clogged with mucous, making heavy breathing difficult. Subtract a D6 from running. **cost:** none. **range:** self. **effect:** cumulative.

083 Hercules. +4D6 to weight training. **cost:** none. **range:** self. **effect:** binary.

084 Anorexia. Your psychological disorder causes you to severely undereat. Halve your daily rations, and subtract D6 pounds per week and apply the modifiers to your attributes as you change weight categories on the height/weight table. **cost:** none. **range:** self. **effect:** binary.

085 Overhaul. Add 5 skill points for each skill at 4D6, 10 skill points for each skill at 5D6, and 15 skill point for each skill at 6D6 or higher. Use these skill points immediately to raise any skills currently at 3D6 or below. **cost:** none. **range:** self. **effect:** temporary.

086 Lethal injection. The next time your skin is pierced, and your blood is exposed to the atmosphere of deadEarth, you will develop a sickness which will remove one hit point at random each day until you are dead. A prick as small as that from a needle could kill you. **cost:** none. **range:** self. **effect:** binary.

087 Blue scream of death. Your blood cells have lost the ability to carry oxygen. As your muscles are deprived of oxygen, they undergo painful spasms, and your skin turns blue. Unless you beat a difficult resolve roll, you scream at the top of your lungs

from the spasms, doing D6 stun to everyone within hearing range. You will lose one hit point from every body part per minute until you are dead. **cost:** none. **range:** self. **effect:** binary.

088 Animal instincts. Gain an extra skill point every time you roll beast handling, beast lore, beast ride, or trapping. **cost:** none. **range:** self. **effect:** cumulative.

089 Compulsive. Add (303) obsession to your list of radiations. Whenever the game master chooses, s/he may change the object of your obsession to anything s/he wishes. **cost:** none. **range:** self. **effect:** binary.

090 Compulsion. +D6 to intimidate. **cost:** none. **range:** self. **effect:** cumulative.

091 Coercion. +D6 to influence. **cost:** none. **range:** self. **effect:** cumulative.

092 Rite of deceit. If you win initiative, you may make a surprise attack before anyone else may attack, even if your opponents are aware of you (initiative has been rolled). You may use only half your moves during this surprise attack (round down). **cost:** none. **range:** self. **effect:** binary.

093 Ultimate irony. Exchange your moves with your resiliency, your strength with your renown, and all your natural abilities with inabilities and vice versa. Randomly rearrange your list of radiations. Remove all hit points from your body and redistribute them by rolling a D6 for each body part and assigning that many hit points to that body part. Go through the body parts by percentile numbers in increasing order (head to feet) and repeat as necessary. Then count the number of unspent skill points; if between 10 and 99, reverse the digits and gain or lose those skill points. **cost:** none. **range:** self. **effect:** temporary.

094 Made to suffer. All skills are natural inabilities for you. **cost:** none. **range:** self. **effect:** cumulative.

095 Inspiration. Once per day you may seek inspiration by rolling a D6. On a one or a six, you may add 2D6 to one roll. **cost:** none. **range:** self. **effect:** binary.

096 Sharpshooter. Gain an extra skill point every time you roll WS rifle, WS handgun, WS handgun paired, or WS missile. **cost:** none. **range:** self. **effect:** cumulative.

097 Rite of protection. You may choose to make absolutely no attacking or defending actions during combat. If you so choose, any person attacking you performs all attacks against improbable (36) odds. **cost:** none. **range:** self. **effect:** binary.

098 Avarice. You always want more than what's coming to you. What's worse is that you will steal lie and cheat to get more even

if you don't deserve it. Add (175) sweet side of death to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

099 Prudence. You have the reason and insight to make good judgements and to hold your ground in the face of discord. Add 3D6 to reason. You will never fail an influence roll provided you are using it for the benefit of others and the good of all. Add (503) sense danger to your list of radiation manipulations. You can naturally sense those who have evil tendencies (ie. they have radiation manipulations like the damned, murder is the game, etc.). **cost:** none. **range:** self. **effect:** permanent.

100 Death. You are dead. Over-exposure to radiation kills you. **cost:** none. **range:** self. **effect:** binary.

101 Second chance. When you die (and you will) you will be reborn with no radiation manipulations. Your new life will begin exactly one day after your death (Hopefully no one buries you.). **cost:** none. **range:** self. **effect:** binary.

102 Hick. Streetwise is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

103 Reptile. You have cross-mutated with a reptile. Take one attribute from a reptile of your choice and apply it to your character. **cost:** none. **range:** self. **effect:** cumulative.

104 Supernova. When you die you will explode in a burst of energy. Anyone or anything within 10 feet of you will suffer 6D6 energy damage, 5D6 within 20 feet, and so on, reducing by a D6 for every 10 feet. **cost:** none. **range:** 60 feet. **effect:** binary.

105 Clumsy. Acrobatics is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

106 Bird. You have cross-mutated with a bird. Take one attribute from a bird of your choice and add it to your character. **cost:** none. **range:** self. **effect:** cumulative.

107 Stink. You have the worst body odor that anyone has ever produced. **cost:** none. **range:** self. **effect:** binary.

108 Street rat. Streetwise is now a natural ability **cost:** none. **range:** self. **effect:** binary.

109 Dolt. You are a complete idiot. -4D6 reason. **cost:** none. **range:** self. **effect:** binary.

110 Variety. Only D6 of your radiation manipulations will affect you at any one time. Determine which will effect you randomly once per week. **cost:** none. **range:** self. **effect:** binary.

111 Insane. The normal rules of society and morality simply do not apply to you. Good versus evil, courtesy versus impolite, it is

Radiation Table

all the same to you. **cost:** none. **range:** self. **effect:** binary.

112 Man vs. machine. You are more machine than man, now. Electronics, electronics engineering, robotics, robotic engineering, and cybernetics all become natural abilities. Unfortunately, you will refuse to use your skills to help anyone but yourself. Appraise, haggle, charisma, guile, influence, and reason are now natural inabilities. **cost:** none. **range:** self. **effect:** binary.

113 Scars of rite. For each opponent which you maim or disable, but do not kill, cut yourself in such a way that you leave a scar. The scar must be public meaning hat you will not cover it with clothing or armor. For each scar add one to your renown. **cost:** none. **range:** self. **effect:** binary.

114 Know-it-all. Your character thinks s/he knows everything about everything, when in reality s/he spends so much time talking and so little time paying attention that s/he must subtract a D6 from all rolls. **cost:** none. **range:** self. **effect:** cumulative.

115 Unlucky. From now on use one distinguishable die in all of your rolls. If that die rolls a one, subtract it and your highest die from your total. Roll your unlucky die again. If it rolls one again, something terrible will happen at the Game Master's discretion. **cost:** none. **range:** self. **effect:** binary.

116 Catlike prowess. Falling great distances will no longer harm you. You may fall up to a hundred feet without taking damage. **cost:** none. **range:** self. **effect:** binary.

117 Read preternatural. You have an ability that some would find very useful. You can not only determine whether someone has been altered by radiation, but can also tell how. You can determine exactly what radiations a player has and what effect they produce, even if the person that has them, is not aware of their existance. **cost:** 10 skill points. **range:** touch. **effect:** binary.

118 Ferocious. You will go into combat in a fury in order to intimidate or eliminate your opponent very quickly. Add 5 to initiative. Add 5 moves for the first round of combat. Subtract 2 moves each round after the first. **cost:** none. **range:** self. **effect:** binary.

119 Ass whuppin' lynch mob. Almost amazingly, you are able to whip a docile crowd into a frenzy. The best part is that they will side with you (follow your lead). You must beat difficult (24) odds with your influence roll to create the mob. **cost:** 20 skill points. **range:** anyone who can hear you. **effect:** binary.

120 Ossuary. It's time. Your time to die. You must find your burial grounds so that you may rest in peace. (The Game Master will determine the location of the ossuary.) You will stop at nothing and will travel great distances to get to the proper place. When

you arrive, you will sacrifice yourself. Sleep well. **cost:** none. **range:** self. **effect:** binary.

121 Destructive clone. In a painful convulsion, you will split off an exact replica of yourself. Well almost exact. The clone will match you perfectly in skill and physical appearance. S/he will even have the radiation manipulations you have. The only difference will be that your clone will want you dead. You will have no choice to fight your clone to the death. If you successfully kill your double, your life will go on as it did before and you may remove destructive clone from your list of radiations. If you are killed by your clone, it will become an optional NPC for your Game Master to do with as s/he sees fit. **cost:** none. **range:** self. **effect:** temporary.

122 Bone claws. As you enter combat bone claws will rip through the skin on your hands and become ferocious built-in weapons. (You will still have full use of your hands.) When they emerge, bone claws will do one point of damage to each hand, but in your favor, any opponent you strike with them will suffer strength + D6 damage. The bone claws will retract back into your hands at the end of combat. **cost:** 1 skill point. **range:** self. **effect:** binary.

123 Anarchist. "Shit just looks better when it's blown up!" The disorder and chaos of anything that is destroyed excites you. You also have an uncanny knack for building explosives out of common materials. Add 2D6 jury rig and demolitions. The prerequisites for demolitions no longer apply to you. **cost:** none. **range:** self. **effect:** cumulative.

124 Glass jaw. You have an incredible weakness for stun and as such are easier to knock out. All stun dealt to you is now doubled. **cost:** none. **range:** self. **effect:** binary.

125 D.O.A. Dead on arrival. You have one week to live. If you have not found a cure for your radiation poisoning by the end of the week, you will die. The cure will require a medical doctor to make an improbable roll or a genetics engineer to make a difficult roll. **cost:** none. **range:** self. **effect:** binary.

126 Resistant. Change your shielding to +50. **cost:** none. **range:** self. **effect:** binary.

127 Induce sleep. Your opponent looks tired, tell him/her. Roll your resolve against your opponents. If you succeed, your opponent will be out like a light for D6 hours. If you fail s/he will be out for one round or 15 seconds (whichever is applicable). **cost:** 32 skill points. **range:** verbal. **effect:** binary.

128 Deflect. You will shrug off all of the damage coming to you (from one source). You must deflect if you have enough skill points. If you do not have enough skill points to deflect all damage, you will deflect none (zero cost). Damage comes off of

Radiation Table

your armor first, then your deflect, resiliency, and hit points. In essence, your skill points become extra resiliency. **cost:** 1 skill point per point of damage. **range:** self. **effect:** binary.

129 Moot. You are unable to make decisions on your own. Take a vote amongst your comrades or flip a coin instead. **cost:** none. **range:** self. **effect:** binary.

130 Enhanced smell. Tracking is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

131 Nothing. Yep that's right. You just rolled on this table for absolutely no reason what-so-ever. **cost:** none. **range:** none. **effect:** cumulative.

132 Hyperactive. You move around more than most. Add 2 to moves. **cost:** none. **range:** self. **effect:** cumulative.

133 Sixth sense. Spot trap is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

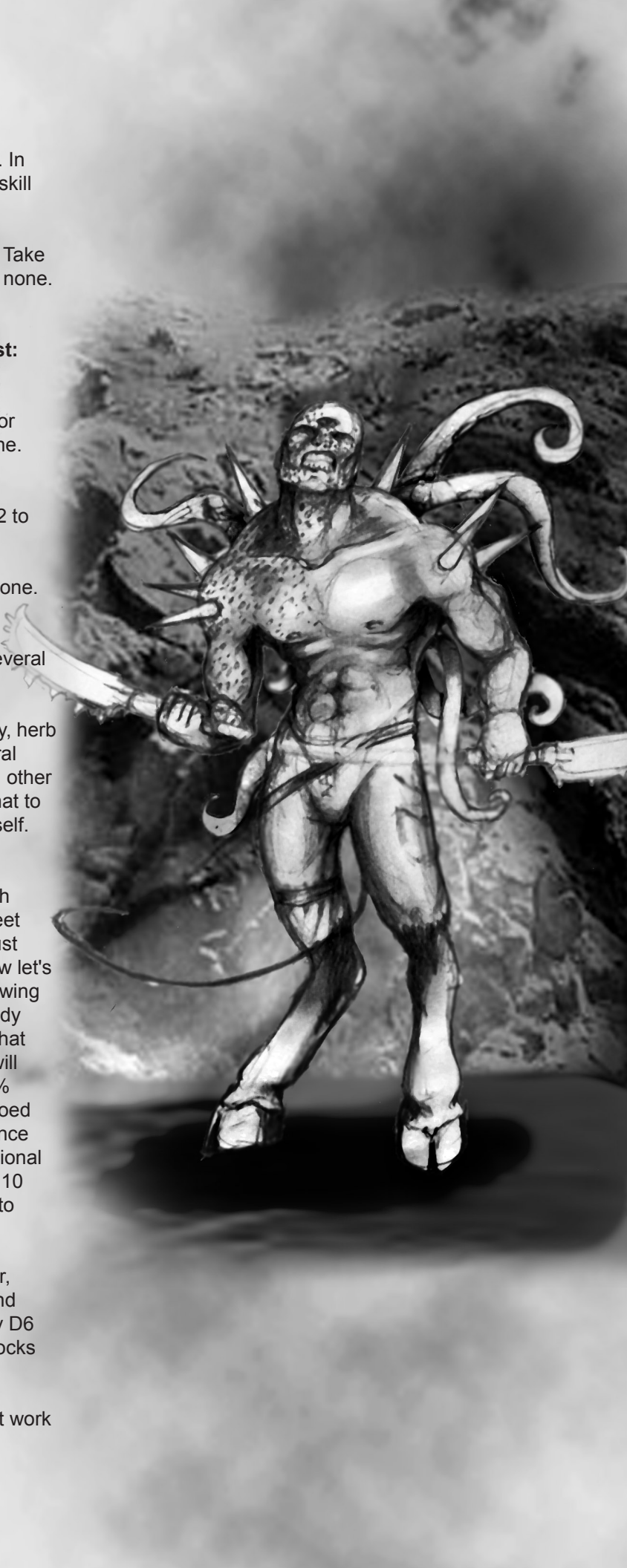
134 Torgo. Your legs will triple in diameter over the next several weeks. -2 moves. **cost:** none. **range:** self. **effect:** binary.

135 Green thumb. You always were a mama's boy. Biology, herb lore, horticulture, domestics, and memory all become natural abilities. Your character will insist on doing the cooking and other chores for other players whenever possible, complaining that to do it right, you've got to do it yourself. **cost:** none. **range:** self. **effect:** binary.

136 Monstrous deformation. You have cross-mutated with some of the single celled organisms in the area. Add two feet and 50 pounds to your height and weight respectively. Adjust your attributes accordingly. So much for the monstrous, now let's get to the deformation. Roll percentiles for each of the following mutations: 60% chance of spikes growing out from your body ranging from six inches to two feet in length. 50% chance that you will grow hooves to replace your feet and your knees will invert. 35% chance of a humped, haunched over back. 80% chance of severely pock marked skin. 70% chance of calicoed skin ranging from black to pink to brown to white. 50% chance of growing a whip-like tail. 40% chance of growing an additional eye in your forehead. 25% chance that you will grow six to 10 tentacles from your back which will range in size from one to eight feet. **cost:** none. **range:** self. **effect:** binary.

137 Skipping rock. You've always been a decent swimmer, except that you've never left the kiddie pool. For every round that you use swimming, all skill rolls increase in difficulty by D6 per round as you slowly realize you're screwed. Skipping rocks eventually sink! **cost:** none. **range:** self. **effect:** binary.

138 Warped. The effects of your radiations may or may not work



the way they have in the past. They may instead, be twisted to have a slightly altered effect. Your game master will determine their effect at his or her discretion. **cost:** none. **range:** self. **effect:** binary.

139 Ritual of the dead. You may bring to life a fallen comrade, provided you can carry out the tasks of the Ritual of the Dead. Your necromantic powers are strong, but not strong enough to give life to a dead body. To reanimate the dead, you must find and kill the person or beast which killed the victim and pour their still warm blood on the corpse of the victim. You must complete this ritual within 24 hours of the victims death. The person you bring back will halve their resiliency and strength, and lose any skill points they had. **cost:** 35 skill points. **range:** touch. **effect:** binary.

140 Bloody palm. You are completely unable to determine which end of any bladed object is sharp. When you handle bladed objects you have a 50% chance of injuring yourself (D6 damage). **cost:** none. **range:** self. **effect:** binary.

141 Resurrection. A fallen comrade always brings sadness to a group. What if there were a way to bring him/her back? There is! You have the power to bring the dead back to life. You can make your friend breathe once again. But even you have limitations--you must have at least one piece of the fallen's body and you cannot bring back something that has been dead more than a week. **cost:** 100 skill points. **range:** touch. **effect:** binary.

142 Punk. Your inclination to get into trouble keeps you on your toes. Escape, running, jimmy lock, and hide all become natural abilities. The reason you're in trouble is because stealth, reason, brawling, and senses all become natural inabilities. **cost:** none. **range:** self. **effect:** binary.

143 Adhesion. Effective immediately and continuously, your skin will bond instantly and permanently with any solid materials it comes in contact with. You may attempt to have them surgically removed, but be prepared to ad a scalpel to your body. A medical doctor will have to beat difficult (24) odds to remove each item. **cost:** none. **range:** self. **effect:** binary.

144 Heightened senses. Your five senses are more discrete than most. You can detect things that others would miss. +1 to all rolls. You have automatic initiative. **cost:** none. **range:** self. **effect:** cumulative.

145 Eraser. You may spend 25 skill points to erase a random radiation manipulation, 75 to erase one of your choice, or 200 to erase them all. **cost:** depends. **range:** self. **effect:** cumulative.

146 Dark gift. Choose two radiation manipulations from this table; one good, one bad. Your choices must be equally good or bad. Get them approved by your game master, then apply them

to your character. **cost:** none. **range:** self. **effect:** permanent.

147 Cold blooded. You quite simply become cold blooded. Subtract one move per 10 degrees farenheit below 70. Add one move per 10 degrees farenheit above 80. **cost:** none. **range:** self. **effect:** binary.

148 Runt. You really are the runt of the litter, the dregs of the barrel, the droppings of the plate. Subtract 2D6 inches from your height. Multiply this by three and subtract from your weight. Adjust your attributes accordingly. Weight training, strength control, and running are natural inabilities. +2 moves. **cost:** none. **range:** self. **effect:** cumulative.

149 Off switch. Remove all binary radiations and their effects from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

150 Quadruplegic. You are now paralyzed from the neck down. Your moves are reduced to zero. **cost:** none. **range:** self. **effect:** binary.

151 Undo. Remove the last radiation manipulation on your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

152 Gender switch. You become the opposite gender. **cost:** none. **range:** self. **effect:** cumulative.

153 Hairy. You look like an ape, for whatever reason your body is covered in hair. **cost:** none. **range:** self. **effect:** cumulative.

154 Light bending. You can make yourself almost transparent by bending the light around your body. +4D6 to hide and stealth while bending light as long as you are not wearing anything. The unfortunate side effect of light bending is that because you are bending the light around you, there is no light for you to see, so you will be temporarily blind. This ability lasts for D6 minutes. **cost:** 10 skill points. **range:** self. **effect:** binary.

155 No eye for detail. Tracking is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

156 Winded. You cannot perform any physical tasks for an extended period of time. **cost:** none. **range:** self. **effect:** binary.

157 Metabolism. You now eat twice your normal rations. **cost:** none. **range:** self. **effect:** cumulative.

158 Inattentive. Spot trap is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

159 Choose wisely. Choose a radiation from this table and add it to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

160 Lead magnet. Bullets seem to be attracted to you. -D6 to dodge when under fire. **cost:** none. **range:** self. **effect:** cumulative.

161 Grub. From now on, your character will not earn a skill point outside of combat by doing a skill unless he first asks permission to do the skill from at least one member of the his/her group. **cost:** none. **range:** self. **effect:** binary.

162 Ambidextrous. All paired weapon skills are now natural abilities. You may do any task with one hand or foot as well as the other. **cost:** none. **range:** self. **effect:** binary.

163 Big head. Roll a 6D6 and gain that many skill points. **cost:** none. **range:** self. **effect:** permanent.

164 Neat freak. You suddenly feel compelled to maintain an immaculate environment, as well as a picture perfect personal appearance. Everything around you must have complete order or you will lose the ability to concentrate. Subtract a D6 from moves, memory, and reason while in disorder. **cost:** none. **range:** self. **effect:** binary.

165 Sync. There is a 25% chance that you will take on the radiation effects of the people around you, good or bad. For 12 skill points you can use the effects of one radiation manipulation of your choice from anyone around you. You must know what radiations they have before you can use them. Therefore you must have been around while it was being used enough to know what it is or have the radiation manipulation (117) read preternatural . **cost:** depends. **range:** 30 feet. **effect:** binary.

166 Token. Cash in your token once per week to obtain a radiation of your choice. Your token radiation manipulation will last for one week, then you may choose another. **cost:** 15 skill points per week. **range:** self. **effect:** cumulative.

167 Bloodlust. If you see a combat in action you will be uncontrollably drawn to it and must enter. You will receive no skill points for any action you take during the combat. Instead you will receive one additional point of resiliency for each offensive action. You may not flee from combat and you must subtract a D6 from your initiative. When combat ends you will lose any extra resiliency you have acquired. **cost:** none. **range:** self. **effect:** cumulative.

168 Terrian. You have the ability to move through dirt as fluidly as you would through air. You cannot pass through solid stone or metals. **cost:** none. **range:** self. **effect:** binary.

169 Flaming death. You burst into flames in 3D6 hours killing yourself and doing 4D6 damage to anyone within 20 feet of you. **cost:** none. **range:** self. **effect:** binary.

Radiation Table

170 Vehemence. You are so eager to fight that you will jump into combat without taking a glance at your opponents. In addition you will razz your opponents during the entire combat, tempting them to "try to hurt you." Add D6 moves while in combat and subtract 2D6 from your initiative. **cost:** none. **range:** self. **effect:** cumulative.

171 Grep. Your brain has a unique ability to look for a needle in a hay stack. Add to 2D6 to search. **cost:** none. **range:** self. **effect:** cumulative.

172 Infravision. In addition to your normal vision you may now see in the infrared spectrum. **cost:** none. **range:** sight. **effect:** binary.

173 Damage displacement. Reduce every area of your body to one hit point and add 40 to your resiliency. Your resiliency now regenerates at 2D6 per hour. **cost:** none. **range:** self. **effect:** binary.

174 Fade to black. Sunlight is your best friend and your worst enemy. While you are in the sunlight you are fine. When you leave the sunlight your body becomes an insubstantial shadow in the darkness. You cannot interact with your environment. You cannot carry any equipment. +2D6 to stealth and hide in the darkness. **cost:** none. **range:** self. **effect:** binary.

175 Sweet side of death. Pick five radiations from this table and add them to your list of radiation manipulations. From now on, when you encounter radiation, roll percentiles. If you roll 75% or under, you die. Not even (176) retard can save you from the death effects of sweet side of death. You may not choose a radiation that removes sweet side of death from your list of radiations. **cost:** none. **range:** self. **effect:** binary.

176 Retard. Radiation no longer affects you. Never roll on this table again under any circumstances. **cost:** none. **range:** self. **effect:** permanent.

177 Life tap. Steal a hit point from someone else. **cost:** 12 skill points. **range:** touch. **effect:** binary.

178 Faint. Roll a D6 every time you enter an intense situation. If you roll a one or a six you black out for 3D6 rounds. **cost:** none. **range:** self. **effect:** binary.

179 Divine retribution. Roll D6 times on the radiation table per month in addition to any times you must roll because of normal game play. You must roll even if you encounter very little radiation until you die or remove this divine gift. **cost:** none. **range:** self. **effect:** cumulative.

180 Enhanced sight. Search is now a natural ability. **cost:** none.

range: self. **effect:** binary.

181 Mule. Your maximum carrying weight is doubled. **cost:** none. **range:** self. **effect:** binary.

182 Meld. Any clothing, armor, and weapons you are carrying are now permanent fixtures on your body. Add the armor rating to your hit points. Add the weight of the equipment to your weight and adjust your modifiers accordingly. Any action you perform with melded weapons takes one less move to carry out. **cost:** none. **range:** self. **effect:** cumulative.

183 Alert. Senses is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

184 Sailor's nightmare. Your body produces an extremely weak magnetic field. It will have weird effects on watches, compasses, etc. **cost:** none. **range:** 15 feet. **effect:** binary.

185 Sage. You have a unique ability to perceive beyond your normal five senses, to see into a situation and determine a better way to accomplish the task at hand. Roll two distinguishable dice with each of your skill rolls from now on. If they match each other, you may add them to your roll. **cost:** none. **range:** self. **effect:** binary.

186 Giant. Increase your height and weight by 36 inches and two hundred pounds. Adjust your attributes accordingly. Your game master may have to expand the height and weight modifier table for you. **cost:** none. **range:** self. **effect:** cumulative.

187 Isobiomorphic. Your character has a resistance to changes in his physical biology. Any radiation which alters your character's height, weight, moves, strength, or resiliency has only a 50% chance of having effect. There is a 50% chance that raising a skill will have any effect on these attributes (spend the skill points and raise the skill accordingly, then roll for effect). If a radiation will be the direct cause of death for your character, there is only a 50% chance that death will actually occur (Game Master roll in private). Your character's body will reject any surgical or cybernetic alterations, and there is a 50% chance that such a procedure will kill your character. Your body will only heal through natural means; first aid may be used, but any other methods of healing will automatically fail. Using a radiation of your own to heal any hit points has a 50% chance of killing your character per use. Modifiers to your attributes due to aging will not apply after this radiation is gained. **cost:** none. **range:** self. **effect:** binary.

188 Sore thumb. For some reason you can't hide, but instead attract attention. Subtract 2D6 from stealth and hide. **cost:** none. **range:** self. **effect:** binary.

189 Intoxicated. Your body will react as if it is intoxicated at

all times. Subtract a D6 from all rolls. Your only hope is to get intoxicated. While you are really intoxicated you will suffer no penalties. **cost:** none. **range:** self. **effect:** cumulative.

190 Countdown. Every D6 days, remove a random radiation manipulation and its effect from your list of radiations. When there are no more, remove countdown. **cost:** none. **range:** self. **effect:** temporary.

191 Pockets. Your skin reveals to you that it has pouches built in. In essence you have natural pockets. Add five pounds to your maximum carrying weight. **cost:** none. **range:** self. **effect:** cumulative.

192 Instill psychosis. You may literally drive someone to the brink of insanity. For the period of affect, your victim will have no sense of morality and will act at -2D6 for all rolls. **cost:** 35 skill points per day (must spend all up front). **range:** touch. **effect:** binary.

193 Cold black death. As the sun falls on this day, your body will become cold and eventually turn to ice. As the sun rises on the following day your body will melt away. **cost:** none. **range:** self. **effect:** binary.

194 Cancerous growth. A cancerous growth is the source of all your radiation effects. You may have it surgically removed with a 50% chance of death no matter how skilled your doctor. If it is successfully removed, remove all of the radiations from your list and their effects. **cost:** none. **range:** self. **effect:** permanent.

195 Inconsistent. Every time you want to advance a skill, roll a D6. If you roll one or two, your advancement costs half the normal cost. If you roll three or four, the advancement cost is normal. If you roll five or six, the normal advancement cost is doubled. Once you decide to advance a skill you must spend the skill points whether you have enough to advance or not. If you do not have as many skill points as you need to advance, you will not advance and you will lose your remaining skill points. **cost:** none. **range:** self. **effect:** permanent.

196 Callous. Whip? What whip? Do it again! Harder! Halve all stun damage done to you. **cost:** none. **range:** self. **effect:** binary.

197 Immaculate conception. You are now pregnant even if you are male. Males must have a surgery to deliver the baby. If a male does not deliver the baby within nine months, he will die. **cost:** none. **range:** self. **effect:** binary.

198 Assimilation. Your character has the ability to incorporate objects into his/her body at will. These objects remain of their own material, but become assimilated by a character's body over D6 days. This may be useful for grafting a weapon or armor to

a part of your body, or increasing your physical size, but it will be plainly apparent that there is–something–just under your skin. Your attributes will not be affected by anything you assimilate, and damage done to them is damage done to the body part(s) where it is assimilated. If this radiation is removed, anything your character has assimilated will instantly be rejected by his/her body and only immediate surgical removal of all objects will save the character. **cost:** none. **range:** self. **effect:** binary.

199 Eunuch. You are now genderless. You have no sexual preference or sexual organs. The groin is no longer a double stun area. **cost:** none. **range:** self. **effect:** binary.

200 Revoke. Remove one random radiation manipulation from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

201 Normal. Any affect this table has had on you is now reversed. Remove all radiation manipulations from your list as well as normal. **cost:** none. **range:** self. **effect:** temporary.

202 Natural inability. Randomly determine one of your skills to be a natural inability. **cost:** none. **range:** self. **effect:** cumulative.

203 Thick skin. Add one (1) to resiliency. **cost:** none. **range:** self. **effect:** cumulative.

204 Boot-licker. Command is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

205 Natural leader. Command is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

206 Healing touch. You may heal a player character or non-player character with your touch. **cost:** two skill points per hit point. **range:** touch. **effect:** binary.

207 Intimidated. Roll a D6 when you enter combat. If you roll a one or a six you must flee from combat. You may not take any offensive actions, even if you are cornered. **cost:** none. **range:** self. **effect:** binary.

208 Oblivious. Senses is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

209 Victory. Battle is in your blood. Competition is your middle name. It is not enough not to lose. You must go for the definitive win. While in combat, you may spend one skill point to restore a point of resiliency; two skill points to add one move this round; three skill points to do an additional point of hand to hand damage; or four skill points to absorb half the damage from one blow. **cost:** depends. **range:** self. **effect:** binary.

210 Seven card stud. From now on, when you are asked to roll on the radiation table, roll seven times. The Game Master will

choose your fate. **cost:** none. **range:** self. **effect:** cumulative.

211 Dream master. You have the ability to instill dreams into a sleeping victim or view their natural dreams. **cost:** none. **range:** self. **effect:** binary.

212 Pimp. You cannot resist the temptation to solicit your group's services to anyone in need. **cost:** none. **range:** self. **effect:** binary.

213 Pyrokinetics. You have the innate ability to command fire. You may ignite flammable materials by spending two skill points. You may create a wall of flame 10 feet long and 10 feet high at the cost of 12 skill points, and you may throw a ball of flame that does 2D6 damage for 17 skill points. **cost:** depends. **range:** 25 feet. **effect:** binary.

214 Heart of giants. It is not that your heart is bigger; it is that you have two of them. Over D6 days, your character will have a painful experience as his/her heart genetically replicates itself as it beats! Assign another critical area to your character's body (area 28 on the back of your character sheet) with as many hit points as your first heart had. Your new heart will share the critical area with your old heart. If one heart is destroyed the other will continue beating as if nothing is wrong. **cost:** none. **range:** self. **effect:** binary.

215 Core dump. Each day you are unable to recall the events of the previous day, but can remember everything that happened two days ago. **cost:** none. **range:** self. **effect:** binary.

216 Shadow beast. Sunlight will destroy you. You will suffer D6 damage to each part of your body that is exposed to sunlight for each minute of exposure. While in darkness all skills will be natural abilities. **cost:** none. **range:** self. **effect:** binary.

217 Hooters. If you didn't have a large pair of breasts before, you do now. If you had a large pair of breasts before, now you have another set. **cost:** none. **range:** self. **effect:** cumulative.

218 Telepathic bond. You can hold a dying comrade in stasis long enough to get medical attention holding his/her hand the entire time. **cost:** two skill points per hour. **range:** touch. **effect:** binary.

219 Bane. Watch skill rolls. If any of the numbers on the individual dice match, subtract all of the matching dice from your roll. **cost:** none. **range:** self. **effect:** binary.

220 Telekinetic club. You can inflict 3D6 stun at your slightest whim. **cost:** 20 skill points. **range:** sight. **effect:** binary.

221 Athletically inclined. Add a D6 to weight training, running, and acrobatics. **cost:** none. **range:** self. **effect:** cumulative.

222 Psi location. Your character may locate the direction and distance to any player that s/he has ever been in physical contact with. **cost:** 2 skill points. **range:** see above. **effect:** binary.

223 Homestead. Desires change with the wind and yours has changed forever. It's time to settle down, find a spouse, and have some kids. Your adventuring days are over. **cost:** none. **range:** self. **effect:** binary.

224 Total recall. You have a perfect memory. Never make a memory roll again. **cost:** none. **range:** self. **effect:** binary.

225 Weak. Add one (1) to resiliency. **cost:** none. **range:** self. **effect:** cumulative.

226 Choice of fate. Choose a radiation manipulation to remove from your list and remove it. **cost:** none. **range:** self. **effect:** temporary.

227 Wheel of fortune. Roll D6 more times and suffer all the consequences. **cost:** none. **range:** self. **effect:** permanent.

228 Attitude. You have a real attitude problem. Natural inability to haggle, influence, and command. You now have a natural ability to guile. **cost:** none. **range:** self. **effect:** binary.

229 Half blind. Search is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

230 Sonar. By sending out sound waves from your brain, you can judge distances and sizes of objects under water. **cost:** 5 skill points per hour. **range:** 400 feet. **effect:** binary.

231 Radioactive expulsion. You have the ability draw in background radiation, concentrate it, and release it at will with a simple touch. Any living organism you touch with this ability will roll on the radiation table. **cost:** 15 skill points. **range:** touch. **effect:** binary.

232 Electrostatic battery. Your body maintains a static charge of around nine volts. Enough to power a flashlight or a small radio. **cost:** none. **range:** self. **effect:** binary.

233 Ashes to ashes. You are now spiritually linked to people you enter combat with. If you kill them, you will also die. **cost:** none. **range:** self. **effect:** binary.

234 Toxic freedom. Poisons and noxious gasses no longer have an effect on you. **cost:** none. **range:** self. **effect:** binary.

235 Radar. By sending radio waves out from your brain you can judge distances and sizes of objects in the open air. **cost:** 5 skill points per hour. **range:** 200 feet. **effect:** binary.

236 Sculpting. Your character may sculpt his/her body at will without any alteration of attributes. To sculpt back to the shape you were originally, you will have to spend an additional 20 skill points. **cost:** 20 skill points. **range:** self. **effect:** binary.

237 Tense. You're always ready for anything. Unfortunately when it happens, you are startled. Add 5 to initiative and subtract 5 from moves for the first round of combat. **cost:** none. **range:** self. **effect:** binary.

238 Achilles heel. Randomly pick one area of your body by rolling for damage on your body. The area you roll will now be the only critical spot on your body. As long as it is not destroyed, you will live. Note that age, disease and shock may still kill you. **cost:** none. **range:** self. **effect:** cumulative.

239 Ultravision. In addition to your normal vision you can now see in the ultraviolet spectrum. **cost:** none. **range:** self. **effect:** binary.

240 Birthright. You may choose to, at any time, spend 10 skill points to roll on radiation table. **cost:** none. **range:** self. **effect:** binary.

241 Proximity. You have the ability to put up an invisible trip wire. You will know how many people are within 100 feet of you, and you will know their exact location. You have automatic initiative. **cost:** none. **range:** 100 feet. **effect:** binary.

242 Psychic dodge. You will automatically dodge if you have seven or more skill points (you have no choice). +2D6 to that dodge roll. **cost:** 7 skill points. **range:** self. **effect:** binary.

243 Threads of time. Once per gaming session, your character may choose to reverse game time. How this ability came about no one knows, but every person who has ever had it has known how to use it, and knows the effects. At the instant of use, all your character's skills are reduced to 2D6, and all your skill points are put into a pool. All the skill points are expended in a great flash of light from your character's body, and everything worn is destroyed beyond repair. All the events of the last D6 minutes have not occurred. Every time your character uses this ability, after your skill points have been expended, make an average resolve roll. A failed resolve roll means your character has become a little (more) insane (Game Master's discretion). With each failed roll, there is a 50% chance that your character will rip himself from all time, where s/he and all his/her personal possessions will cease to exist as well as the memory of the character in the minds of all other players and non-player characters. **cost:** see above. **range:** see above. **effect:** binary.

244 Sleepwalking. Roll a D6 when you fall asleep. If you roll a three, the Game Master has the option of controlling your

The men were sitting around the fire, eating and talking. Occasionally a burst of laughter would interrupt the night's silence, then all would fall quiet again. I looked over at my partner. His beady eyes stared back at me, glinting in the darkness. I gave him the signal, a quick nod with my head towards the fire outside the treeline where we hid. He nodded back and began the transformation.

It was terrible to behold, the transformation, and yet completely mesmerizing. His limbs stretched and twisted, flesh split with a sickening wet tearing, bones cracking loudly. Then, suddenly, he was no longer completely human. He made his way towards the fire before it was finished, while I moved to the edge of the treeline to watch. It wasn't safe for me to be in the fight with him; I would provide cover fire with my bow from the woods. His fur-covered torso and thick, muscular legs moved him silently across the distance to the fire. A shout went up from the distance, followed by screaming from more than one throat, then all was silent once more. That quickly, and four men were put down by the thrashing of the beast, my friend, whose claws rend flesh as if it were water.

I moved forward, bow at the ready, until I saw the corpses. Then, abandoning all caution, I ran forward to get what was to be had from the men and their horses. I didn't notice my friend, still in a frenzy and thrashing wildly, until his wicked claws sliced the soft flesh of my belly and spilt my own slimy entrails onto my feet. I closed my eyes and lay down to rest with my other friends.

character while you are asleep. The only thing that can bring you from sleep, while sleepwalking, is pain. **cost:** none. **range:** self. **effect:** binary.

245 Quest. Your game master will assign you a task. Once assigned, the quest will be your primary focus. For completing your mission you will be rewarded with 5 renown. **cost:** none. **range:** self. **effect:** temporary.

246 Death over life. You have an incredible fascination with death. The only thing stopping you from being dead is that you cannot kill yourself and your incredible willpower will not allow you to let someone else kill you. Your insatiable longing for death will make you jump into deadly situations without looking before you leap. +2D6 to resolve. Add save versus death (251) to your list of radiations. **cost:** none. **range:** self. **effect:** binary.

247 Motherly instincts. You must protect the other members of your party. You will protect them to the point of babying them. You may even catch yourself saying things like, "If you're going out, don't forget your jacket." **cost:** none. **range:** self. **effect:** binary.

248 Bond with nature. The natural world draws you into it. All skills are natural abilities while you are in the wilderness. Add plant (554) to your list of radiations. **cost:** none. **range:** self. **effect:** binary.

249 Shrinkage. A random body part shrinks by D6 x 100%. **cost:** none. **range:** self. **effect:** cumulative.

250 Affliction. Reduce the hit points on each part of your body by one, permanently. **cost:** none. **range:** self. **effect:** cumulative.

251 Save versus death. If you die, roll resolve against average (15) odds. If you are successful, your willpower will keep you alive provided that you receive immediate medical attention. **cost:** none. **range:** self. **effect:** binary.

252 Nocturnal. You are now naturally active during the night. You can function during the day, but have a strong preference not to. Subtract a D6 to all rolls during the day. **cost:** none. **range:** self. **effect:** cumulative.

253 Stasis. You will no longer age. **cost:** none. **range:** self. **effect:** binary.

254 Frenzy. Intense situations make you just a little crazy. Roll a D6 every time you enter an intense situation. If you roll a one or a six, you gain D6 moves for 4D6 rounds. **cost:** none. **range:** self. **effect:** binary.

255 Ox. Weight training is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

256 Pain. Tell a target's subconscious that they are in horrible pain. If your resolve roll beats theirs, the target will scream out in pain, lose D6 moves for D6 rounds. **cost:** 12 skill points. **range:** verbal. **effect:** binary.

257 Deaf. You can no longer hear. You will automatically fail any hearing related senses rolls. Halve your senses roll for initiative. **cost:** none. **range:** self. **effect:** binary.

258 Strong willed. Resolve is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

259 Sunburn. Any time you are going to be exposed to sunlight you must coat yourself in sun block. Any part of you that is exposed to sunlight will suffer the loss of one hit point for the day, and will increase in damage by one hit point per day until you treat the burn with skin lotion. Adjacent parts will catch the sickness and will also degrade by one hit point per day until treated. **cost:** none. **range:** self. **effect:** binary.

260 Choice of destiny. You may choose one radiation manipulation of your choice from this table and add it to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

261 Small minded. Why would anyone need any knowledge beyond the basics. You can no longer advance any skills with prerequisites. **cost:** none. **range:** self. **effect:** binary.

262 Reflected beauty. You are exactly what you need to be, to be beautiful in the eyes of the people around you. Your physical appearance will remain the same, but everything else from your sentence structuring to your scent will change to match the desires of others. +2 renown. +D6 charisma, guile, and influence. **cost:** none. **range:** self. **effect:** cumulative.

263 Immunity. Any effects the radiation table or genetic engineering has had, or will have, on you will gradually wear off over 2D6 weeks. Any time you receive a new radiation roll 2D6 and it will leave you in that many weeks. **cost:** none. **range:** self. **effect:** binary.

264 Geo-molecular transmutation. Your body has actually changed on a molecular level. You are now living stone. You must assimilate two pounds of rock per day to sustain yourself. You can no longer be healed by normal means. Assimilate five pounds of rock to repair one hit point. Stun no longer applies to you and you no longer have resiliency. **cost:** none. **range:** self. **effect:** binary.

265 Primordial state. Over the next D6 weeks you will start digressing into one of your ancestors. You will begin to de-evolve. Any skills that require perquisites will decrease to D6. All others will decrease to 4D6. You may never increase any

skill higher than 4D6. Your strength, moves and resiliency will increase by 2D6. **cost:** none. **range:** self. **effect:** permanent.

266 Amplified pain. Take D6 extra stun every time you are hit in combat. **cost:** none. **range:** self. **effect:** cumulative.

267 Negative influence. Your pessimistic attitude affects everyone around you. Anyone performing a skill in your company must subtract a D6 from their roll, except you. **cost:** none. **range:** others in your presence. **effect:** binary.

268 Eye for an eye. When an attacker damages you, s/he will take half of the damage s/he inflicts on you. **cost:** none. **range:** self. **effect:** binary.

269 Cozenage. There are those that tell jokes and there are those who make jokes of other people. You have an irresistible urge to play practical jokes and pranks on people. You never think twice about the repercussions. **cost:** none. **range:** self. **effect:** binary.

270 Unstable mutation. Any plant or animal you come in contact with will have an affect on you. You will cross-mutate with it (does not include humans). **cost:** none. **range:** touch. **effect:** cumulative.

271 Spirit guide. You have a little guy on your shoulder telling you what to do and where to go. Lucky for you he knows what he is doing. If anything bad is going to happen to something in your group, the game master will make sure it happens to you last. **cost:** none. **range:** self. **effect:** binary.

272 Antiempathy. Your character emits his/her feelings in waves of raw emotion that everyone can feel. All players and non-player characters will know instantly if you are angry, happy, sad, nervous, confident, etc. Knowing your feelings gives them +D6 to their reason roll to determine your intentions, if they are doing such. **cost:** none. **range:** 20 feet. **effect:** binary.

273 Psychic shield. You may bring up a circular force shield with a radius of 15 feet at any angle and position within your range. The shield will absorb 40 points of damage and all stun. It will last until its points are depleted or you move out of range. **cost:** 11 skill points. **range:** 100 feet. **effect:** binary.

274 Fracas. Distractions are your specialty. You are able to stir up a commotion in almost any environment, drawing in the people around you. It is sort of an audio-visual bemuse. If your resolve beats difficult (24) odds, then your audience suffers -3D6 to their reason, senses and search rolls. **cost:** 5 per minute. **range:** sight and sound. **effect:** binary.

275 Gifted autistic. Any skills that are 3D6 or above are now reduced to 2D6. Add up all of the skill points that you have

Radiation Table

accumulated as if you have never used any to advance your skills. Apply all of your new found skill points to four skills of your choice. **cost:** none. **range:** self. **effect:** cumulative.

276 Cash in. Reduce each of your skills to its original level and keep track of the skill points you had pumped into it. (A skill at 4D6 would be worth 30 skill points.) Redistribute all of your skill points as if you were just starting your character. **cost:** none. **range:** self. **effect:** binary.

277 Peaceful. All combat related skills are now natural inabilities. **cost:** none. **range:** self. **effect:** binary.

278 Insect. You have cross-mutated with an insect. Take one attribute from an insect of your choice and add it to your character. **cost:** none. **range:** self. **effect:** cumulative.

279 Ambition. You work twice as hard as anyone else, you gain an extra D6 skill points per week as you strive for knowledge. **cost:** none. **range:** self. **effect:** cumulative.

280 Wimp. Weight training is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

281 Fish. You have cross-mutated with a fish. Take one attribute from a fish, or other water dwelling creature such as a crab or a clam, of your choice and add it to yourself. **cost:** none. **range:** self. **effect:** cumulative.

282 Hot. Tell a target's subconscious that their flesh is burning off the bone. Provided you can beat their resolve roll with yours, the target will scream out in pain and lose 4D6 moves. **cost:** 9 skill points. **range:** verbal. **effect:** binary.

283 Indecisive. Reason is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

284 Gawk. Your facial features are permanently contorted into an expression which causes others to believe you are staring and/or making faces at them. **cost:** none. **range:** self. **effect:** binary.

285 Geriatric. You may not look old, but you feel it. Subtract two from resiliency, strength and moves. **cost:** none. **range:** self. **effect:** binary.

286 Dense. Your muscles are continually breaking themselves down and rebuilding themselves into something stronger. Add 2D6 to weight training and a D6 to brawling. Subtract a D6 from acrobatics. and running. **cost:** none. **range:** self. **effect:** binary.

287 Odds. Once per gaming session call odds. You may roll up to five times in an effort to make that one roll that has to count. **cost:** none. **range:** self. **effect:** binary.

The devastation always amazes me. Once a great city, full of people and vibrant with life, now is completely abandoned. Those parts still left standing, anyway. The crater on the north side must be miles wide. You can see it all from here on the bluff, the lifeless streets and crumbling buildings becoming tiny lines and specks in the distance. The crater looks huge, almost the size of the whole city. If it had hit closer to the center there wouldn't be a shred of evidence that millions of people once lived here. Turning my back on Los Angeles I made my way east, hoping as I went that I could find someone, anyone, with some food.

288 Domination. Your interpersonal skills are overwhelming to almost anyone. You should never lose another argument. +2D6 to command, resolve, intimidate, influence, charisma, guile, interrogate, outright lie, and haggle. **cost:** none. **range:** self. **effect:** cumulative.

289 Radiation toughness. You gain extra hit points equal to the number of radiation manipulations in your list, and continue to gain hit points as you gain radiations. Likewise you lose hit points as you lose radiations. The hit points you gain must be distributed as equally as possible over your body. **cost:** none. **range:** self. **effect:** binary.

290 Average. Unmotivated could be the term to describe you. Then again, jack-of-all-trades could also be your description. You can no longer advance any skill to a level higher than 4D6. **cost:** none. **range:** self. **effect:** binary.

291 Skin rash. Wearing anything more than loose clothing irritates your skin severely. Subtract a D6 from all rolls while wearing anything more than light clothing (armor, backpack, etc.). **cost:** none. **range:** self. **effect:** cumulative.

292 Act of god. If you get into a bit of trouble, ask the game master to back up and start over. There is a 35% chance that s/he will. You may only use this ability once per gaming session. **cost:** none. **range:** none. **effect:** binary.

293 Nature boy. You thrive in the great outdoors and find yourself uneasy in urban areas and around people in general. Tracking, pioneering, fishing, navigation, beast lore, and herb lore are all natural abilities. Streetwise, haggle, appraise, charisma, guile, influence, and all drive skills are natural inabilities. **cost:** none. **range:** self. **effect:** binary.

294 Gremlin. Your character miraculously disrupts the operation of electrical devices. Any electrical device your character touches has a 50% chance of not operating at all, and a 99% chance of operating improperly, for D6 minutes after leaving your touch. **cost:** none. **range:** touch. **effect:** binary.

295 Multiple regression. Every time a radiation manipulation is added to your list of radiations, reduce a random skill to 2D6. **cost:** none. **range:** self. **effect:** binary.

296 Up for grabs. You and the next player you come in contact with may bid skill points in an auction for skill. The high bidder removes the number of skill points bid, and rolls a D6 and adds the roll to the level of a skill of their choice. There is a minimum bid of 35 skill points. If neither player can meet the minimum bid requirement, the auction is over and neither wins. **cost:** none. **range:** self. **effect:** temporary.

297 Career goals. Discuss a career path with your game master and make a list of skills associated with that path. Subtract five

skill points per level to increase skills that are inline with your career goals. **cost:** none. **range:** self. **effect:** cumulative.

298 Disgust. The next time you see yourself in any kind of reflection, you will be disgusted with the way you look and kill yourself. **cost:** none. **range:** self. **effect:** binary.

299 Swift bastion. You are incredibly quick to respond in your own defense. Spend only two skill points total each round and take as many defensive actions as you would like. **cost:** none. **range:** self. **effect:** binary.

300 Phenomenon. All skills increase by 3D6 for two weeks. After the two weeks flip a coin, you will either die or all of your skills will be reduced by 5D6. **cost:** none. **range:** self. **effect:** cumulative.

301 Brilliant. Skills cost only half the normal skill points to advance. The effects of this radiation manipulation will not take affect until after character creation. **cost:** none. **range:** self. **effect:** binary.

302 Attention deficit. You can't concentrate on anything for more than 30 seconds. There is a 30% chance that you will fail at any attempt to advance skills. If you fail you must still spend the skill points. **cost:** none. **range:** self. **effect:** binary.

303 Obsession. You are now obsessed with something of the game master's choice. **cost:** none. **range:** self. **effect:** cumulative.

304 Lazy. Lose D6 skill points per week as you try to avoid work. Roll this at the beginning of each week and try to work your way out of the negatives. If you have not cleared your negatives by the end of the week, then you earn zero skill points for that week. **cost:** none. **range:** self. **effect:** cumulative.

305 Silver tongued. Outright lie is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

306 Narcoleptic. Everyone deals with intense situations differently, you happen to deal with them by falling asleep. Roll a D6 every time you enter an intense situation. If you roll a one or a six, you will fall asleep. **cost:** none. **range:** self. **effect:** binary.

307 Clone. Split off a piece of your body to form another. You control both you and your clone, but if either you or your clone die, the other dies too. **cost:** none. **range:** self. **effect:** cumulative.

308 Sense of direction. Navigate is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

309 Generosity. Lose all unspent skill points. **cost:** none. **range:**

self. **effect:** permanent.

310 Misgivings. You're not sure this is a good idea. You always fall last in initiative. **cost:** none. **range:** self. **effect:** binary

311 Ground. Your character is a natural ground which conducts electricity without effort. Your character will take no damage from electrocution or lightning (but would from lasers, fire, etc.). **cost:** none. **range:** self. **effect:** binary.

312 Insatiable. Your appetites cannot be whet. You always want more food, drink, sex, whatever. **cost:** none. **range:** self. **effect:** binary.

313 One tracked mind. Pick out a career path for yourself. The path should end with only one skill, such as demolitions or medical doctor. It should not be a jack-of-all-trades type of goal. Discuss it with your game master. After s/he approves it, any skills outside of that path will cost double the skill points to advance. **cost:** none. **range:** self. **effect:** binary.

314 Holding on. If you die by damage or by radiation, you may spend one skill point per minute to keep yourself alive, until you run out of skill points or remedy the situation. **cost:** none. **range:** self. **effect:** binary.

315 Lucky. From now on use one distinguishable die in all of your rolls. If that die rolls a six, add it to your total and roll it again. Add your next roll to your total also. You may keep rolling as long as you roll a six. **cost:** none. **range:** self. **effect:** binary.

316 Heart of stone. Your heart cannot take damage. Hence, your heart is no longer a critical damage area. **cost:** none. **range:** self. **effect:** binary.

317 Blind-sided. You have no peripheral vision. Subtract a D6 from senses. **cost:** none. **range:** self. **effect:** binary.

318 Microwave. Your character absorbs radiation and remits it as microwaves. Anybody within five feet of you will become uncomfortably warm within five minutes. Anything combustible within five feet of you has a 50% chance of igniting every five minutes, including ammunition. Your character will not feel the heat generated by the microwaves, and will feel any radiation effects as normal. **cost:** none. **range:** self. **effect:** binary.

319 Insight. Gain natural abilities to D6 random skills. **cost:** none. **range:** self. **effect:** permanent.

320 Overlook. The last time you packed, radiation-induced hallucinations caused you to overlook a piece of equipment. Remove a random piece of equipment from your list. Items that are worn or carried at all times are not eligible items, but anything inside a backpack or pocket is. **cost:** none. **range:** self. **effect:**

temporary.

321 Brutality. When you enter combat, you will settle for no less than a dead opponent at the end of combat. You must kill your opponent no matter what the consequences. **cost:** none. **range:** self. **effect:** binary.

322 Imminent death. Count the number of radiations on your list and roll percentiles. If you do not roll above the number of radiations in your list, you die. From now on, every time you add a radiation to your list, you must roll percentiles above the number of radiations on your list or you will die. **cost:** none. **range:** self. **effect:** cumulative.

323 Insurance. You may spend 10 skill points to add one point to your resiliency reserve. This ability will not add any permanent resiliency, it will simply be a reserve to instantly replenish your resiliency. **cost:** 10 skill points. **range:** self. **effect:** binary.

324 Falling apart. Lose a body part now, then one every D6 months. Subtract two moves for each body part lost lost. If you loose a critical area, you are dead. **cost:** none. **range:** self. **effect:** binary.

325 Adversely cross-mutate with player. You will cross-mutate with the next player you come in contact with. Your two sets of DNA will merge and filter. The player you come in contact with will come out pure, and you will come out with all the left over crap. Start with your three attributes (moves, strength, resiliency). Compare moves, you take the lower of the two and the other player takes the higher. Do the same for strength and resiliency. Now one-by-one go down the list of skills. Compare each of your skills to each of the other players skills. You take the lower of the two and the other player takes the higher. **cost:** none. **range:** touch. **effect:** permanent.

326 Engorged. A random body part increases in size by D6 x 100%. **cost:** none. **range:** self. **effect:** cumulative.

327 Lose limb. You lose one of your appendages. (Roll percentiles, everything except head, neck, and torso counts.) If after you lose an appendage you have less than four, subtract two moves. **cost:** none. **range:** self. **effect:** cumulative.

328 Carrier zero. Anyone that comes in contact with you from this point forward must roll on this table. **cost:** none. **range:** touch. **effect:** binary.

329 Lycanthrope. Whenever you enter an intense situation roll a D6. If you roll a one or a six your inner beast will emerge. You can communicate only with animals and will gain D6 to senses (also applies to initiative), and you can only fight hand to hand. Lycanthrope lasts for D6 minutes. **cost:** none. **range:** self. **effect:** binary.

330 Truth sayer. Outright lie is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

331 Spawn. Regenerate a lost limb in D6 weeks. **cost:** none. **range:** self. **effect:** cumulative.

332 Vigor. You have more energy than most. Add 2 to resiliency. **cost:** none. **range:** self. **effect:** cumulative.

333 Lost. Navigate is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

334 Empathy. You cannot help but feel the pain of others. If you're aware of any person near you who is suffering or is injured, subtract a D6 from all rolls. **cost:** none. **range:** self. **effect:** cumulative.

335 Befuddle. Your character has some small psionic ability which allows him/her to project random thoughts of his/her own into the surface thoughts of another. This instantly stuns them by thinking something completely ridiculous. The victim will roll their resolve against yours to fend you off. If they are not successful they lose 2D6 moves. **cost:** 4 skill points. **range:** 10 feet. **effect:** binary.

336 Radiation weight loss. Your metabolism gets a jump in the presence of radiation. From now on, you lose 3D6 pounds for each radiation your add to your list. **cost:** none. **range:** self. **effect:** binary.

337 Lucky day. Choose a cumulative or binary radiation and make it permanent. **cost:** none. **range:** self. **effect:** permanent.

338 Desperation. You may sacrifice one hit point from any place on your body to add two points to your resiliency. This effect will not permanently remove the hit points from your body. In effect, you will be injuring yourself to save yourself. **cost:** 1 hit point per 2 resiliency. **range:** self. **effect:** binary.

339 Demon guide. There is a little guy on your shoulder who is telling you what to do and where to go. The unfortunate part is that he always seems to lead you to misfortune. If something bad is going to happen to someone in your group, the game master will make sure it happens to you first. **cost:** none. **range:** self. **effect:** binary.

340 Depression. Roll 10D6. In that many days, if you have not gained one renown and brought meaning to your life, gain (569) lost hope. **cost:** none. **range:** self. **effect:** binary.

341 Disheartened. Subtract a D6 from all rolls until you gain a point of renown. Then remove disheartened from your list of radiation manipulations. **cost:** none. **range:** self. **effect:** tempo-

Radiation Table

rary.

342 Network. You character is an astute telepath, using his/her mind to communicate with others as efficiently as speech. This ability may be used D6 minutes at a time and you had to have had contact with each person in the conversation within the last D6 days. Anybody resistant to the thought intrusions may block them by beating easy (6) odds with their resolve, and you still spend your skill points as if that person were in the conversation. **cost:** 5 skill points per person. **range:** see above. **effect:** binary.

343 Dust to dust. The next time you kill any living thing, whether on purpose or accidentally, you will kill yourself in a fit of anger. **cost:** none. **range:** self. **effect:** binary.

344 Surface meld. You have the ability to mold your skin so it can take on the texture and the appearance of anything you touch. It takes time for surface meld to work however, it takes D6 minutes of contact with a surface to replicate it and D6 minutes to return to your normal state. **cost:** 7 skill points. **range:** self. **effect:** binary.

345 Whisper. Radiation damage to your larynx has reduced your voice to a whisper. **cost:** none. **range:** self. **effect:** binary.

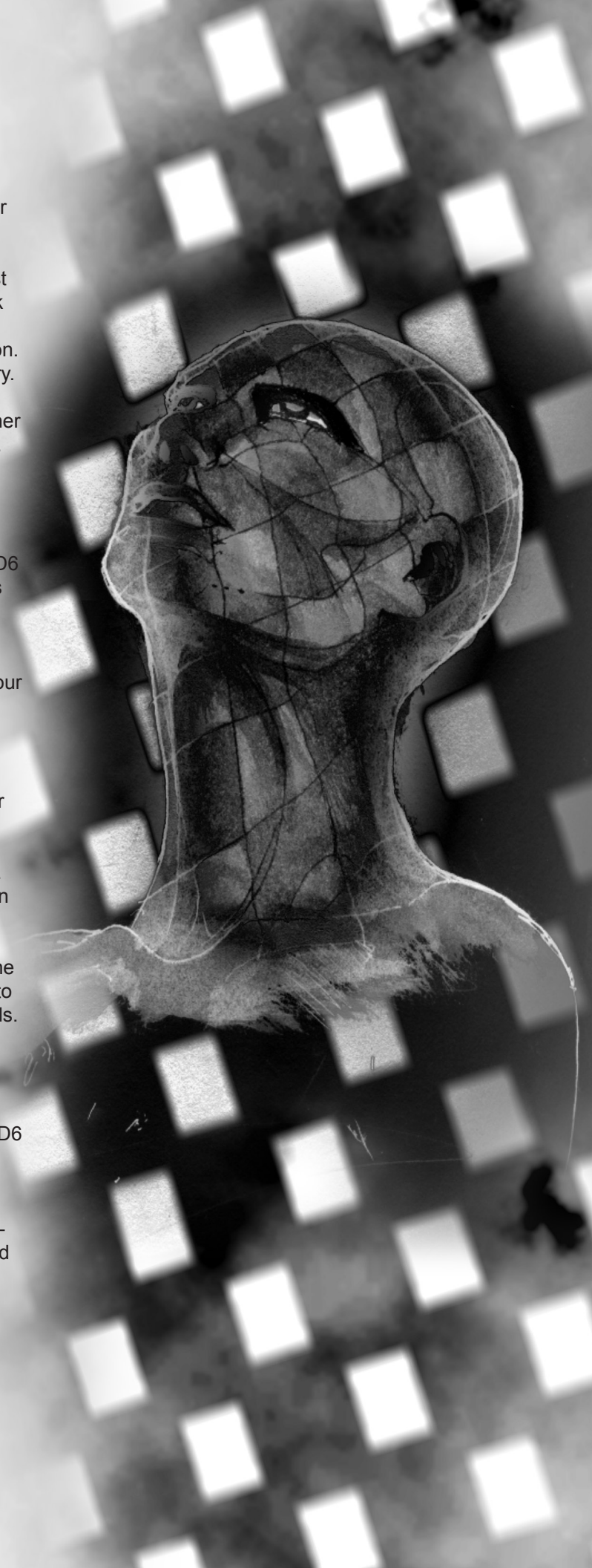
346 And justice for all. You have the need to bring justice for the victims of deadEarth. Determine a political faction (World Defense Initiative or The Brotherhood of Freedom) to blame for the war that created deadEarth and make it your life goal to kill every member of that faction. Keep a leather belt on your character and put a nick in it for each "evil" person that you kill. Give yourself 10 extra skill points for each person of that faction that you kill. **cost:** none. **range:** self. **effect:** binary.

347 Discombobulated. Each day roll a D6 and apply one of the following conditions for that day only: 1) -D6 to reason. 2) -D6 to memory. 3) -D6 to senses. 4) -D6 to influence. 5) -D6 to all skills. 6) +4D6 to bemuse. **cost:** none. **range:** self. **effect:** binary.

348 Pestilence. You have the ability to project a sort of short term plague. Everyone within 15 feet of you (including you) will take D6 damage per round to a random part of their body for 2D6 rounds. Resiliency will not protect against this attack. **cost:** 15 skill points. **range:** 15 feet. **effect:** binary.

349 Vegetation. You have cross-mutated with the local vegetation. Take D6 attributes from plants and fungi (that can be found in your area) of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

350 Paraplegic. You are now paralyzed from the legs down. Your moves are now halved. **cost:** none. **range:** self. **effect:** cumulative.



351 Homesick. Subtract one (cumulative) from all rolls for each week your character spends away from the place of his/her origin/residence. **cost:** none. **range:** self. **effect:** cumulative.

352 Wired. You must have just sucked down a gallon of caffeine, three pounds of sugar, and ate the coffee beans right out of the bag. +1 strength, resiliency, and moves. **cost:** none. **range:** self. **effect:** cumulative.

353 Bald. All the hair on your body falls out due to radiation. **cost:** none. **range:** self. **effect:** binary.

354 Fervor. You may not be as skilled, but you try much harder than anyone else. Add 1 to all rolls. **cost:** none. **range:** self. **effect:** cumulative.

355 Thoughtful. Memory is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

356 Dulled senses. Subtract 1 from all senses and search rolls. **cost:** none. **range:** self. **effect:** cumulative.

357 Lack of progress. Reduce your highest level skill back to 3D6. If you have more than one at that level, pick one at random to reduce. **cost:** none. **range:** self. **effect:** cumulative.

358 Finagle master. Jury-rig is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

359 Clown. You are so pathetic at acrobatics you make a natural inability look good. You will begin to stumble and flail if you so much as think of having to keep your balance. You are fine if you trust your instincts, but whenever an acrobatics roll is made consciously, you must first beat difficult (24) odds to keep your mind off your situation, then roll your acrobatics against normal odds for the situation. A failed resolve roll means your acrobatics roll is at -2D6. **cost:** none. **range:** self. **effect:** binary.

360 Outnumbered. You will surrender whenever involved in combat where your opponents outnumber your allies. You can make no offensive actions when outnumbered. **cost:** none. **range:** self. **effect:** binary.

361 Unnatural gas. Unlike the repugnant methane that most people expel from their body, yours smells sweet. Unfortunately for the person or beast who inhales it, the gas is poisonous. The toxic gas will remain in the air for one minute and will inflict one point of damage to the head every 15 seconds for anyone who breathes it in. **cost:** 10 skill points. **range:** 10 feet. **effect:** binary.

362 Arthritis. Subtract two from resiliency and one move. **cost:** none. **range:** self. **effect:** cumulative.

363 Dyslexia. Everything you read and write is backward. Add the skill literacy to your skill list at 2D6. The following skills now have the literacy skill as a prerequisite: biology, computer operation, forgery, investigate, math, navigate, sensors. Subtract 2D6 from reason and search rolls which require reading, unless literacy is at 4D6 or higher. The game master may require literacy rolls at appropriate times. **cost:** none. **range:** self. **effect:** binary.

364 Scholar. You are driven to seek out knowledge entirely for the sake of having knowledge. From now on, for every skill point you spend on any non-technical skill (physical, weapon skill, drive, etc.) you must spend at least two skill points on a technical skill (computers, medic, metallurgy, etc.). Also, in every technical skill area, it takes five fewer skill points to raise a skill to the next level. **cost:** none. **range:** self. **effect:** binary.

365 Mixed blessings. Remove all radiations from your list but keep their effects. In effect, all of the radiations you have received to this point are now permanent. **cost:** none. **range:** self. **effect:** temporary.

366 Dead brain cells. Spend five extra skill points every time you advance a skill. **cost:** none. **range:** self. **effect:** binary.

367 Indentured servitude. You are convinced that money is dangerous to own and invites disaster. You will give away (or bury) any money you earn or find for your own safety. You believe that any work you do pays for itself (in skill points, if nothing else). **cost:** none. **range:** self. **effect:** binary.

368 Action overload. You may add D6 moves to your moves for a round of combat by increasing the difficulty of your attacks by a D6. So if your opponent would normally roll 4D6 to dodge your attack, s/he could now roll 5D6. You may choose to add more than one D6 to your moves, but keep in mind that the difficulty will continue to increase. **cost:** D6 difficulty per D6 moves. **range:** self. **effect:** binary.

369 Flatulence. Every time you enter an intense situation, roll a D6. On a 1 or 6, your character is compelled to noisily and smellily expel a large amount of bodily-contained methane. **cost:** none. **range:** self. **effect:** binary.

370 Kindred spirit. Record the name of the next character you come in contact with. From now on, whenever that character takes any amount damage, you take a point of stun. **cost:** none. **range:** self. **effect:** cumulative.

371 Flurry. You may set up combinations of combat actions (in advance with the game master's approval) which will lower the overall number of moves it takes to carry out the combination. **cost:** none. **range:** self. **effect:** binary.

372 Furry. You grow a thick coat of soft fur over your entire body.

Pick a color. **cost:** none. **range:** self. **effect:** binary.

373 Parity. Each time you are damaged, take the same amount of damage to the opposite side of your body. If your are damaged on your right forearm, you will suffer the same damage to your left forearm. Take double damage to your head, neck, and torso. Likewise, if your right forearm is healed, so is your left forearm. **cost:** none. **range:** self. **effect:** binary.

374 Heroism. Every time you gain renown, gain another one renown. If heroism is removed, do not subtract renown. **cost:** none. **range:** self. **effect:** binary.

375 Mutant. From this point forward, each time you accumulate 10 skill points you will spend them by rolling on this table. You may not spend skill points on skills until mutant is removed from your list of radiations. **cost:** none. **range:** self. **effect:** binary.

376 Indigestion. For D6 hours after every meal you eat, halve your moves and subtract a D6 from all rolls. **cost:** none. **range:** self. **effect:** binary.

377 Life transfer. Give a hit point to a friend to save his/her life. **cost:** none. **range:** touch. **effect:** binary.

378 Cosmetic shift. Your skin tone turns blue, purple, orange, teal, etc. Pick a color. **cost:** none. **range:** self. **effect:** cumulative.

379 Hand of fate. Roll a D6 and then move a skill of the Game Master's choice to that level. If you roll a 4 then that skill will be at 4D6. **cost:** none. **range:** self. **effect:** cumulative.

380 Forgetful. Memory is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

381 Radiation regeneration. You do not heal hit points by normal means. You only heal when brought in contact with extreme radiation (which also gives you the chance to roll on this table, what a coincidence). You can heal by other special abilities. **cost:** none. **range:** self. **effect:** binary.

382 Empathic absorption. Whomever does damage to you will receive half of the total damage you receive. **cost:** none. **range:** self. **effect:** binary.

383 No common sense. Jury-rig is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

384 Lockjaw. Every time you enter an intense situation, roll a D6. On a one or a six, your jaw locks and your throat muscles seize for D6 days making speech, eating, and drinking impossible without medical assistance during this time. **cost:** none. **range:** self. **effect:** binary.

385 Antlers. In a curious cross with area wildlife, you have gained D6 horns or antlers of your choice on your head. **cost:** none. **range:** self. **effect:** cumulative.

386 Brainiac. You are so stupid you make a troll look bright. Any skill roll you make alone, without the assistance of another player, outside of a combat situation, automatically becomes a difficult roll, if it is not already. **cost:** none. **range:** self. **effect:** binary.

387 Bad posture. Subtract 3D6 pounds from your maximum carrying weight. **cost:** none. **range:** self. **effect:** cumulative.

388 Animality. You know the beast inside you, and so does every other animal you come in contact with. All domesticated animals become wild around you, and any wild animals you encounter will try to attack you immediately and before all others. All beast handling and beast ride skill rolls are at least difficult for you. **cost:** none. **range:** self. **effect:** binary.

389 Sudden death. If you cannot immediately spend 40 skill points, you die. **cost:** none. **range:** self. **effect:** temporary.

390 Transparent. Your entire body, including your skeleton and internal organs, is now transparent. This will have many effects on game play for you, the first of which is that you may add 2D6 to stealth and hide rolls while you are unclad. **cost:** none. **range:** self. **effect:** binary.

391 Reptilia. You have cross-mutated with the local wildlife. Take D6 attributes from reptiles (that can be found in your area) of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

392 Cellular decay. The cells in your body have been badly affected by the radiation of deadEarth. Every week roll a D6. That many areas of your body will lose one hit point for the week. Roll on the damage table to determine which areas are affected. You must eat twice your normal rations in order to keep your energy up to fight infection. **cost:** none. **range:** self. **effect:** cumulative.

393 Reverence. Gain three renown. **cost:** none. **range:** self. **effect:** permanent.

394 Slithering surroundings. You and everyone within 20 feet of you (at this moment) have cross-mutated with a reptile. Each adds slithering surroundings to his/her list of radiations. Each person takes one attribute from a reptile of his/her choice and adds it to his/her character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

395 Anticipation. You have a keen ability to predict what someone will do in combat. Therefore, you may adjust your attack after

you have declared it. This happens on-the-fly and you need not declare in advance that you will be using your ability. **cost:** none. **range:** self. **effect:** binary.

396 Lingering death. If you cannot spend a skill point each hour, for the rest of your life, you die. **cost:** none. **range:** self. **effect:** cumulative.

397 Short term memory. Your character must hear something five times for it to sink in. If s/he has heard something only once, your memory roll is improbable (36); if twice, your roll is difficult (24); if three times, your roll is average (15); if four times, below average (9); if five times, normal odds for that roll. **cost:** none. **range:** self. **effect:** binary.

398 Reversible. All permanent radiations you have or gain become binary except reversible. **cost:** none. **range:** self. **effect:** permanent.

399 The killing fields. Look around you. Everyone you see is your enemy. Kill them all. After D6 days of killing everyone you see, kill yourself. **cost:** none. **range:** self. **effect:** binary.

400 Balance. You will cross mutate with the next player you come in contact with. Compare each of your skills to those of the other player one-by-one. Each of you average your skills with the other (round down). So if you have 3D6 in acrobatics and the other player has 5D6, each of you now have 4D6. **cost:** none. **range:** touch. **effect:** permanent.

401 Doorman. Your skill with domestics (whether real or not) is written all over your actions. Unfortunately, every person you meet wants to obtain you for a servant of some sort or other, including players. You will be bombarded with offers, threats, etc. for your services and labor. **cost:** none. **range:** self. **effect:** binary.

402 Weak bladder. Anytime you get excited or nervous you will wet yourself. **cost:** none. **range:** self. **effect:** binary.

403 Telekinesis. You may lift and move an object at a reasonable speed for 20 moves. **cost:** 5 skill points per 10 pounds lifted. **range:** 60 feet. **effect:** binary.

404 Saint. You can never use outright lie again. **cost:** none. **range:** self. **effect:** binary.

405 Iron man. Running is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

406 Unconscious freedom. You cannot go unconscious. **cost:** none. **range:** self. **effect:** binary.

407 Liar. Whenever you are asked a direct question, you must

not tell the truth. Roll your outright lie. **cost:** none. **range:** self. **effect:** binary.

408 Overwhelming. Intimidate is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

409 Crash and burn. You couldn't drive a go-kart across a desert without hitting a lake. Despite all your efforts, every attempt at driving any vehicle is at -D6 for you. Assisting any others attempting to drive any vehicle will result in a -D6 for them as well. **cost:** none. **range:** self. **effect:** cumulative.

410 Critical failure. When you choke, you choke big time. Once per gaming session, the game master can force you to roll a D6 during a critical situation. A one or a six on this roll indicates a critical failure, with a 50% chance of death to your character and/or other(s) in the party. **cost:** none. **range:** self. **effect:** binary.

411 Vaccination. Add 10 to your shielding. **cost:** none. **range:** self. **effect:** cumulative.

412 Osteichthyes. You have cross-mutated with the local wildlife. Take D6 attributes from fish and other water dwelling creatures like clams and crabs (that can be found in your area) of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

413 Quicksilver. Subtract 18 inches and halve your weight. Adjust your attributes accordingly. Add three to your moves and subtract two from your strength. **cost:** none. **range:** self. **effect:** cumulative.

414 R.E.M. phase. You need only sleep for 10 minutes every 24 hours. **cost:** none. **range:** self. **effect:** binary.

415 Magnetic north. You can pinpoint magnetic north. Basically you are a human compass. **cost:** none. **range:** self. **effect:** binary.

416 Dicey. A random radiation from your list becomes permanent. **cost:** none. **range:** self. **effect:** permanent.

417 Active agent. Your game master will determine a substance which, when you ingest it, will add D6 points to your resiliency, strength and moves for D6 x 10 minutes. **cost:** none. **range:** self. **effect:** cumulative.

418 Wings. Roll a D6 and apply one of the following cross-mutations according to your roll. All wings are proportional to body size and cannot be hidden under clothing. 1) You develop the wings of an insect which do not allow you to fly. 2) You develop the wings of a bird which do not allow you to fly. 3) You develop the wings of a bat which do not allow you to fly. 4) Roll

2D3 and apply two of the cross-mutations 1-3. 5) You develop the wings of a giant bird (15' or greater wingspan) which do allow you to fly. 6) You develop the wings of a giant prehistoric reptile (15' or greater wingspan) which do allow you to fly. **cost:** none. **range:** self. **effect:** cumulative.

419 Insufficient funds. Roll a D6 each time you want to advance a skill. That skill costs a number of skill points extra to advance equal to your die roll. If you do not have enough skill points to raise the skill, forfeit all your skill points. **cost:** none. **range:** self. **effect:** cumulative.

420 Heavy metal. You are obsessed with metal: how to get it, how to work it, how to use it. You gain 2D6 to metallurgy and natural abilities in metallurgy, armor repair, smithing, weaponsmithing, ws blade, and ws shield. You will not wear any armor that is not metal, nor use any weapon not metal, nor allow any other player to use such without constantly trying to persuade them otherwise. **cost:** none. **range:** self. **effect:** binary.

421 Experience kills. Do D6 points of damage to a random part of your body for every skill you have at 5D6 or more. **cost:** none. **range:** self. **effect:** cumulative.

422 Righteous victory. If you revenge the death of an innocent, you may take the skill points of the person you kill. **cost:** none. **range:** none. **effect:** binary.

423 Geek. You are the classic pre-deadEarth geek, a natural in computers but socially inept. Computer operations, computer programming, math, physics, electronics, and broadcasting are all natural abilities. Your inability to communicate properly stems from your unconscious use of techno-babble. You must now make a successful bemuse roll to communicate anything besides the most basic replies; if you fail, no one will understand what you are saying. **cost:** none. **range:** self. **effect:** binary.

424 Fit. Throw a tantrum every time something does not go exactly as you planned. **cost:** none. **range:** self. **effect:** binary.

425 Incompetent. All skills cost double the skill points to advance. This ability will not take effect until after character creation. **cost:** none. **range:** self. **effect:** binary.

426 Mammalia.You have cross-mutated with the local wildlife. Take D6 attributes from mammals of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

427 Sexuality switch. Your sexual preference is reversed. **cost:** none. **range:** self. **effect:** cumulative.

428 Electric arc. A bolt of electricity erupts from your hand to strike any target of your choice. This ability does 3D6 damage. The unfortunate side effect is that you take half damage the

target takes. **cost:** 8 skill points. **range:** 15 feet. **effect:** binary.

429 Snapshot. You have a photographic memory. You have D6 slots of memory in which you can store any information that you would like (a photograph, a map, etc.) simply by glancing at it. You may purge whatever is stored in those slots at anytime. cost: none. **range:** self. **effect:** cumulative.

430 Slow. Running is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

431 Blathered. You must now make a successful bemuse roll to communicate, if you fail no one will understand what you are saying. **cost:** none. **range:** self. **effect:** binary.

432 Mousy. Intimidate is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

433 Living death. Remove all hit points from all body parts. Add 20 resiliency. From now on, all damage comes off your resiliency. You are not dead until your resiliency is reduced to zero. **cost:** none. **range:** self. **effect:** binary.

434 Manic depressive. Each morning roll a D6. On a good day, every person (including you) adds one to all rolls while near you. On a bad day, every person subtracts one from all rolls while near you. **cost:** none. **range:** self. **effect:** binary.

435 Color blind. Colors are no longer what they appear to be. You are seeing things as if you had just eaten some kind of funky mushrooms. **cost:** none. **range:** sight. **effect:** binary.

436 Verve paladin. Have you ever wished you could have done something to protect someone, so they wouldn't have died? Now you can! As the keeper of death, Moloch, comes from the netherworld to harvest the dead you may challenge him for the life of the individual that is dying. In doing so you are entering a fight to the death. Fight to your last, for if you win, you and your friend will come out unscathed.

You may use your weapons and armor, but if anyone interferes with your combat, their life will also be on the line. Moloch is impervious to psionic (mind to mind) attacks, so don't try. He also has distributed damage, which means you must deplete all of his hit points to defeat him, and he cannot be knocked unconscious. Moloch has a strength of 8, 17 moves, and 60 hit points. He will fight only hand to hand and has 6D6 to perform all skills.

Good luck mortal! You will need it. Oh, one more thing—each time you defeat Moloch (provided you can do it even once) he will grow in strength and moves by 2 and in hit points by 10. **cost:** none. **range:** self. **effect:** binary.

437 Unabomber. When god made you, you broke the mold. Math, physics, electronics, chemistry, and demolitions all become natural abili-

ties for you. Unfortunately, acrobatics, jury-rig, memory, running, reason, ws thrown, and escape all become natural inabilities. Good luck. **cost:** none. **range:** self. **effect:** binary.

438 Mental regression. You have just taken a giant leap backward in intellectual capacity. Subtract a D6 from all skills. **cost:** none. **range:** self. **effect:** cumulative.

439 Song bird. You have a voice that flows as if you were singing. Add a D6 to influence. **cost:** none. **range:** self. **effect:** cumulative.

440 Brawn of the bear. Add 18 inches to your height and double your weight. Adjust your attributes accordingly. In addition, add two to your strength and subtract three moves. **cost:** none. **range:** self. **effect:** cumulative.

441 Halogen. You have the ability to project a variably bright light from your eyes. **cost:** 1 skill point per hour. **range:** 1000 feet. **effect:** binary.

442 Cloud cover. Your perspiration evaporates quickly but lingers around you in a gray cloud which hides your entire body when you are not moving. You must drink 4 rations worth of liquids per day. **cost:** none. **range:** self. **effect:** binary.

443 Demodulation. New directions in one's life are often obtained in strange ways. Compare each of your skills to each of the skills of the next player you come in contact with. Any natural abilities or natural inabilities you have in common are negated (become neither). **cost:** none. **range:** touch. **effect:** permanent.

444 Angelic. You must assist and defend the helpless and put their life before yours. You have the ability to heal others for D6 hit points at a cost of eight skill points per use and yourself at a cost of 10 skill points per use. You can transfer all of the damage from someone's body to your own at the cost of two skill points per use. You also have natural modifiers of +1 to resiliency and -1 to strength. With your powers comes responsibility. You cannot intentionally kill unless you see The Damned and then you must kill that person on sight. **cost:** depends. **range:** self. **effect:** binary.

445 Unclad. The very thought of wearing clothing offends you. After all, why would you want to hide such a glorious thing as your body. **cost:** none. **range:** self. **effect:** binary.

446 Compression. You can, at will, halve your height and weight for a short time. **cost:** 1 hit point per minute. **range:** self. **effect:** binary.

447 Cruel demise. Add (322) imminent death to your radiation list. Subtract 10 from each roll you make for this radiation. **cost:** none. **range:** self. **effect:** cumulative.

448 Extreme beauty. You are so beautiful that you can influence almost anyone. Influence is now a natural ability. Add a D6 to all influence rolls. Add an additional D6 to all influence rolls in which you are influencing someone whose sexual preference is of your sex. **cost:** none. **range:** self. **effect:** cumulative.

449 Nullify. There is a 25% chance that you will void the radiation effects of the people around you. For 12 skill points you can void the effects of one radiation manipulation of your choice from anyone around you. You must know what radiations they have before you can use them, therefore you must see it used enough to know it or have the radiation manipulation read preternatural (117). **cost:** depends. **range:** 25 feet. **effect:** binary.

450 Memory purge. All skills are reduced by 2D6. **cost:** none. **range:** self. **effect:** cumulative.

451 Long shot. Any odds rolls greater than improbable (36) are reduced to improbable (36) for you. **cost:** none. **range:** self. **effect:** binary.

452 Mute. You can no longer utter anything. **cost:** none. **range:** self. **effect:** binary.

453 Animal speech. You are able to talk to animals as you would a human. **cost:** none. **range:** self. **effect:** binary.

454 Gullible. Your reason will permanently remain at 2D6. **cost:** none. **range:** self. **effect:** binary

455 Comely. Charisma is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

456 Liable. You have a strong compulsion to protect and serve the last player you had contact with. You must seek them out and may not leave their side until you have successfully saved their life. **cost:** none. **range:** touch. **effect:** cumulative.

457 Retailer. Haggle is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

458 Radiation weight gain. Your metabolism slows in the presence of radiation. From now on you gain 3D6 pounds per radiation manipulation in your list. **cost:** none. **range:** self. **effect:** binary.

459 Accomplis. Record the name of the next character you come into contact with. Each time that character gains renown, you lose one renown. If negative feedback is removed, do not add renown. **cost:** none. **range:** self. **effect:** binary.

460 Mental prowess. By focusing, you can outperform almost anyone, even if you have no idea what you are doing. You may

I landed heavily, flat on my back. My head snapped back and rebounded off the hard earth. I laid there feeling miserable, wishing away the pain. It isn't long before I could get up. The pain in my head and back became a dull ache, and my legs and arms ached, too. That's the way it is, with me. I wish away the pain and it goes. Not completely away, but sort of spread out over my body. I took a bullet, once, in my bicep. It hurt bad, but not for long. Soon my torso and other arm and legs all ached, but the wound was minor and I managed to crawl to safety.

add 3D6 to one roll per day. In addition, add a D6 to all resolve and jury rig rolls. **cost:** none. **range:** self. **effect:** binary.

461 Resurgence. For each cumulative radiation on your list, add another to your list of the same type. **cost:** none. **range:** self. **effect:** temporary.

462 Aggregation. You are literally a storage container for radiation. You soak it in everywhere you go. You have only a 10% chance of ever being affected by the radiation table again. In addition anyone near you has only half the chance they would normally have of being affected by radiation. Start a new counter on your character sheet now. Roll a D6 every day and add it to the counter. When your counter reaches 100 you will explode with the same force that anyone with supernova (104) does. **cost:** none. **range:** self. **effect:** binary.

463 Bloom. You and everyone within 20 feet of you (at this moment) have cross-mutated with a plant. Each adds bloom to their list of radiations. Each person takes one attribute from a plant or fungi of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

464 Ridiculous. Subtract a D6 from influence. **cost:** none. **range:** self. **effect:** cumulative.

465 Heretic. You are the one true believer in nonconformity. For whatever reason, you will go out of your way to disagree with anyone and everyone. You will not work well in groups. You would rather die than fit in with what everyone else is doing. **cost:** none. **range:** self. **effect:** binary.

466 Degeneracy. At any time, you may reduce your moves, resiliency, or strength permanently by one to gain 40 skill points. **cost:** none. **range:** self. **effect:** binary.

467 Amphibia. You have cross-mutated with the local wildlife. Take D6 attributes from amphibians of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

468 Murder is the game. The only way to define you is evil. You not only like killing, but you make a game of it. The members in your group, the people in the town you just came across, even the bird singing in that tree over there--no one is safe. You will always make sure that your victims know what is coming. You may even torture them before you kill them, and you will definitely keep your actions as secret from everyone else as possible. After all, what they don't know can't kill you. **cost:** none. **range:** self. **effect:** binary.

469 Diarrhea. Every morning roll a D6. On a six, you will have to stop D6 times to crap today. On a one, you've already gone in your pants and will be fine today, once you've changed shorts. **cost:** none. **range:** self. **effect:** binary.

Radiation Table

470 Life bond. You will telekinetically bond with the next player character you come in contact with. When that character dies, you will sacrifice yourself to give that person life once again. The method of the sacrifice is up to you. **cost:** none. **range:** touch. **effect:** binary.

471 Humanity. Remove all cross-mutations you want from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

472 Constipation. Every time you are walking or running for more than 10 minutes, roll a D6. On a one or a six, you are constipated and your moves are halved. **cost:** none. **range:** self. **effect:** binary.

473 Wealth of mind. All skills cost five less to raise. **cost:** none. **range:** self. **effect:** binary.

474 Emergency preparedness. Add a D6 to jury-rig and first aid. **cost:** none. **range:** self. **effect:** cumulative.

475 Deviant. From now on when the Game Master asks you to roll on the radiation table, you must roll D6 times. **cost:** none. **range:** self. **effect:** cumulative.

476 Sidekick. Record the name of the next character you come into contact with. Each time that character gains renown, you gain one renown. If positive feedback is removed, do not subtract renown. **cost:** none. **range:** self. **effect:** binary.

477 Flame. Make a target erupt in flame. **cost:** 4 points per D6 of damage. **range:** 30 feet. **effect:** binary.

478 Talented. Choose a skill to be a natural ability. **cost:** none. **range:** self. **effect:** cumulative.

479 Fleet. Defending seems to come easier to you now. Your opponents will have increased difficulty hitting you in combat. (Increase difficulty by one level.) **cost:** none. **range:** self. **effect:** cumulative.

480 Ugly. Charisma is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

481 Spontaneity. Every D6 weeks you must roll on this table, even if you encounter very little radiation. **cost:** none. **range:** self. **effect:** cumulative.

482 Consumer. Haggle is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

483 Spreading rumor. Subtract one renown each year. If spreading rumor is removed, do not add renown. **cost:** none. **range:** self. **effect:** binary.

484 Insomnia. You must beat an average resolve roll to fall asleep. If you cannot sleep each day, subtract a D6 from all rolls until you can sleep again. **cost:** none. **range:** self. **effect:** binary.

485 Pink slip. Trade your character sheet with the next player you come in contact with.

This radiation stirred up much controversy among the play testers. I feel that playing a character you did not create, is possibly the most challenging role-playing experience you could have. However, the play testers felt that watching someone else play their character would be too torturous to watch. To that end, I have created the following alternate ruling:

You and the next character you meet will suffer the same fate. Both of you will roll 6D6 times on the radiation table. Mark the other radiations you receive via pink slip, permanent—none of the other effects on this table can remove these radiations. **cost:** none. **range:** touch. **effect:** permanent.

486 Finger of god. You can summon a tornado which is capable of ripping through a building. It can lift 6000 pounds, moves at a speed of 25, and does 3D6 x 10 damage to whatever it touches per round. You may control finger of god for D6 rounds. **cost:** 100 skill points. **range:** sight. **effect:** binary.

487 Vapor blood. Your blood is now in a gaseous state. Making conventional medical and surgical procedures is impossible on you. You will lose one hit point per minute after you have lost one (after you have been wounded) until you are dead, unless the wound can be perfectly cauterized. **cost:** none. **range:** self. **effect:** binary.

488 Valiant endeavor. The next time you risk your life while doing good for another (and intending to do good, Game Master discretion), you may remove valiant endeavor from your list of radiations to gain 5 renown. **cost:** none. **range:** self. **effect:** temporary.

489 Double or nothing. Each time you accumulate 50 skill points (at any one time), roll a D6. If it rolls odd, double your skill points, otherwise your skill points are reduced to zero. **cost:** none. **range:** self. **effect:** binary.

490 Purge. You may release all of the toxins from your body at will. **cost:** 7 skill points. **range:** self. **effect:** binary.

491 Rewind. Once per day you may enter a sleep-like trance which may slow your aging process. The trance lasts 4D6 hours,

and no effect will occur if the trance is broken before this time is up. You may not break the trance yourself, however, if you are disturbed in any way, the trance will be broken. If successful, one random skill is reduced to 2D6, and your age is reduced by a number of years equal to the number of D6 removed from that skill. **cost:** special. **range:** self. **effect:** binary.

492 Life from death. You may choose to resurrect yourself 24 hours after you die. You will not do so without cost however. If you choose to resurrect yourself subtract two points from your resiliency, strength, and moves. Subtract 2D6 from every skill above 4D6. **cost:** see above. **range:** self. **effect:** binary.

493 Plague. Add (392) cellular decay to your radiation list. Any person you come into contact with has a 25% chance of also gaining the radiation cellular decay. Roll only once per individual. **cost:** none. **range:** touch. **effect:** binary.

494 Precedence. Only your most recent radiation manipulation has an effect on you. Keep the list of your previous radiations, because precedence might be removed later. **cost:** none. **range:** self. **effect:** binary.

495 Tombstone. If you die and somehow come back to life, change your renown to 20. **cost:** none. **range:** self. **effect:** permanent.

496 Unforgiven. For your past sins, you are destined to roam deadEarth as a plagued soul. No one will want to be around you (they must roll resolve upon seeing you and must beat average (15) odds to stay near you). No one will ever come to your aid. Non-humans will be able to see the good in you. Animals, and humans who have cross-mutated with animals, will be naturally drawn to you. Beast ride and beast handling are now natural abilities. Renown is reduced to zero until you remove unforgiven. **cost:** none. **range:** self. **effect:** binary.

497 Leprosy. Add (327) lose limb to your radiation list. Any person you come into contact with has a 25% chance of also gaining the radiation lose limb. Roll only once per individual. **cost:** none. **range:** touch. **effect:** binary.

498 Oblivious. Senses is permanently 2D6. **cost:** none. **range:** self. **effect:** binary.

499 Tough as nails. Your body seems to absorb damage better than most. Add 1 hit point to each area of your body. **cost:** none. **range:** self. **effect:** cumulative.

500 Aneurysm. There is a very weak blood vessel in your brain. Every time you enter an intense situation or overexert yourself, roll a D6. If you roll one or six the vessel will burst and you will die on the spot. **cost:** none. **range:** self. **effect:** binary.

501 Elementary deductions. Add 2D6 to investigate. **cost:** none. **range:** self. **effect:** binary.

502 Troll. You are now ugly as sin and all your skills are reduced by a D6. The bright side is that you have a +2 to strength, resiliency and moves. **cost:** none. **range:** self. **effect:** cumulative.

503 Sense danger. The game master will allow you automatic first initiative. Sense danger does not tell you that danger is eminent until you are attacked and it does not give direction or any other clues. **cost:** none. **range:** combat. **effect:** binary.

504 Damage control. If an attacker successfully damages you, roll your running against their attacking roll. If you beat their roll, you will lose no hit points. **cost:** none. **range:** self. **effect:** binary.

505 Shark. Gamble is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

506 Off-guard. Subtract 10 from initiative. **cost:** none. **range:** self. **effect:** cumulative.

507 Translucent. You are still visible, but you are clear. +D6 to hide and stealth. **cost:** none. **range:** self. **effect:** cumulative.

508 Sparkle and fade. Each day, roll a random skill and add a D6 to that skill for that day. **cost:** none. **range:** self. **effect:** cumulative.

509 Retribution. You may force another player or NPC to reroll any one skill roll. **cost:** 10 skill points. **range:** self. **effect:** binary.

510 Overeating disorder. Double your daily rations and add D6x10 pounds. Adjust your modifiers accordingly. **cost:** none. **range:** self. **effect:** cumulative.

511 Infamy. Every time you gain any amount of renown, subtract one renown. If infamy is removed, do not add the renown you lost because of infamy. **cost:** none. **range:** self. **effect:** binary.

512 Overconfidence. Once per day when rolling a skill, you may roll a D6. On a six, you may reroll any dice less than four. On a one, all your dice are considered one's (1's). **cost:** none. **range:** self. **effect:** binary.

513 Wish list. Every time you roll on the radiation table there is a 50% chance that you can remove a radiation manipulation of your choice. **cost:** none. **range:** self. **effect:** binary.

514 Horse. Double your maximum carrying weight and triple your rations. **cost:** none. **range:** self. **effect:** binary.

515 Total concentration. Because of your ability to focus on

your targets, all attacks are automatically called shots for you and do not cost double the moves. **cost:** none. **range:** self. **effect:** binary.

516 Halfhearted attempt. Subtract one renown. **cost:** none. **range:** self. **effect:** cumulative.

517 Beginners luck. The first time you perform a skill it will automatically raise to 3D6 with no cost to you provided that you have met its prerequisites. **cost:** none. **range:** self. **effect:** binary.

518 Savior. You may impart to others the greatest gift of all: (176) retard. By spending 25 skill points, you may give the radiation retard to another. You may not give retard to yourself. To give retard to an unwilling person, you must beat their resolve roll with yours. **cost:** 25 skill points. **range:** touch. **effect:** binary.

519 Immutable consequence. Any effects you have received from this table are permanently yours. Mark all of the radiations currently on your character sheet so not to include them in any radiation manipulation you may get in the future that affects your list of radiations. **cost:** none. **range:** self. **effect:** binary.

520 Rite of succession. As you die you may transfer one radiation manipulation, skill level, or attribute to another player. **cost:** life. **range:** sight. **effect:** binary.

521 Swap meet. Gain an extra three skill points every time you make a trade (not a sale or a purchase) using the skill haggle. **cost:** none. **range:** self. **effect:** binary.

522 Hindsight. Every time you fail at a skill, you may choose to roll reason against odds (game masters's discretion) to figure out what you did wrong. You get no skill points for these rolls, and it takes a full combat round to reason during combat. If successful, gain a skill point. **cost:** none. **range:** self. **effect:** binary.

523 Honor. You have the need to protect the helpless and cannot attack an unarmed foe. **cost:** none. **range:** self. **effect:** binary.

524 Weak stomach. At the sight of blood, roll resolve to keep from loosing your lunch. Beat below average (9) odds to stay conscious and difficult (24) odds to stop from regurgitating. **cost:** none. **range:** self. **effect:** binary.

525 Radiation strength. Resiliency is equal to the number of radiation manipulations in your list. Your resiliency will go up as your list grows. Likewise it will shrink as your list shrinks. **cost:** none. **range:** self. **effect:** binary.

526 Cross-mutate with player. You will cross-mutate with the next player you come in contact with. Your two sets of DNA will

merge and filter. You will come out pure, and the player you come in contact with will come out with all the left over crap. Start with your three attributes (moves, strength, resiliency). Compare moves, you take the higher of the two and the other player takes the lower. Do the same for strength and resiliency. Now one-by-one go down the list of skills. Compare each of your skills to each of the other players skills. You take the higher of the two and the other player takes the lower. **cost:** none. **range:** touch. **effect:** permanent.

527 Damage flow. Move hit points from one part of you body to another. **cost:** none. **range:** self. **effect:** binary.

528 Lethargic. Cut your moves in half (round up). **cost:** none. **range:** self. **effect:** cumulative.

529 Pense. You can feel what the people around you are feeling, provided you can beat their resolve roll with yours. **cost:** 1 skill point. **range:** 15 feet. **effect:** binary.

530 Sacrifice. Every time you roll on the radiation table, you may adjust your attributes by -1 moves, -1 resiliency, and -1 strength *permanently* to reroll on the table. **cost:** none. **range:** self. **effect:** binary.

531 Catlike. Climbing is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

532 Athlete's feet. Subtract one hit point from each foot. **cost:** none. **range:** self. **effect:** cumulative.

533 Contagious mutation. Each person you come in contact with has a 25% chance of gaining each cross-mutation you may have. Roll only once per individual. **cost:** none. **range:** touch. **effect:** binary.

534 Dormant. Roll again on this table. All of your rolls on this table will lay dormant for D6 weeks, after which, your radiation manipulation will emerge. **cost:** none. **range:** self. **effect:** binary.

535 Concussion. Every time you take a point of damage to the head, take an extra point of damage (resiliency will protect, if you have any) and an extra D6 of stun. **cost:** none. **range:** self. **effect:** cumulative.

536 Embryo. Over the next D6 weeks you will begin to age in reverse. At the end of that time you will be an embryo and your life will rot on the sidewalk with the other road kill. **cost:** none. **range:** self. **effect:** binary.

537 Knack. The next time you use a skill which is at 2D6, immediately add 2D6 to that skill and remove knack from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

538 Second sight. Add a D6 to reason and add your reason roll to your initiative rolls. **cost:** none. **range:** self. **effect:** cumulative.

539 Atrophy. Over the next D6 weeks you will lose 3D6 pounds and suffer a -2 modifier to strength. Adjust your attributes accordingly. **cost:** none. **range:** self. **effect:** cumulative.

540 Aura ripple. Move your resiliency to your strength; strength to moves; moves to renown; renown to resiliency. **cost:** none. **range:** self. **effect:** cumulative.

541 Rite of passage. For each skill that you advance to 6D6 add a permanent +1 modifier to all rolls. **cost:** none. **range:** self. **effect:** binary.

542 Unforgiving past. You've done some really bad things in your life. You were shamed and forgotten, never to be believed or trusted again. In order to become legend you must achieve 45 points of renown. **cost:** none. **range:** self. **effect:** binary.

543 Encroaching wilderness. You and everyone within 20 feet of you (at this moment) have cross-mutated with a mammal. Each adds encroaching wilderness to their list of radiations. Each person takes one attribute from a mammal of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

544 Overdraft protection. You may go to -5 on any critical area and still live provided you receive immediate medical attention. **cost:** none. **range:** self. **effect:** binary.

545 Persistence. If at first you don't succede, try, try again. If you fail the first time you try a skill, try it again with a +1 modifier to your roll. **cost:** none. **range:** self. **effect:** cumulative.

546 Impending swarm. You and everyone within 20 feet of you (at this moment) have cross-mutated with an insect. Each adds impending swarm to their list of radiations. Each person takes one attribute from an insect, larva or worm, of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

547 Transgression. You are the keeper of lawlessness. You will not break the rules or laws yourself (at least not when anyone is watching). Instead you will use your considerable influence to convince others to break them. Add 2D6 to guile. **cost:** none. **range:** self. **effect:** binary.

548 Expansion. You can double your height and weight for a short time. **cost:** 1 hit point per minute. **range:** self. **effect:** binary.

549 Horror. Your physical appearance rivals Diablo himself. Anyone coming in contact with you for the first time must roll their

resolve against average (15) odds. If they succeed they will be able to keep their cool and interact normally with you. If they fail, you will instill fear in them and they will perform all actions at -2D6 while in your presence. **cost:** none. **range:** self. **effect:** binary.

550 Hump. Never go thirsty again. You can store up to one gallon of water in your body for later use. **cost:** none. **range:** self. **effect:** cumulative.

551 Aves. You have cross-mutated with the local wildlife. Take D6 attributes from birds (that can be found in your area) of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

552 Read thought. You may read the thoughts of an individual that is around you. Roll your resolve against theirs to see if you are successful. **cost:** 1 skill point. **range:** 15 feet. **effect:** binary.

553 Enhanced hearing. Add 1 to initiative. **cost:** none. **range:** self. **effect:** cumulative.

554 Plant. You have cross-mutated with a plant. Take one attribute from a plant or fungi of your choice and add it to your character. **cost:** none. **range:** self. **effect:** cumulative.

555 Natural armor stun. Your skin has a natural ability to resist stun. Apply a natural armor rating of +1 to your character for stun. **cost:** none. **range:** self. **effect:** cumulative.

556 Acrophobia. Climbing is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

557 Foreshadow. You have the uncanny ability to know what the game master wants you to do (ask him/her for advice). **cost:** none. **range:** game master. **effect:** binary.

558 Loser. Gamble is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

559 Ickthy rain. You and everyone within 20 feet have cross-mutated with a fish. Each adds ickthy rain to their list of radiations. Each person takes one attribute from a fish or other water dwelling creature like a clam or crab of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

560 Jaws. Roll a D6 and apply one of the following cross-mutations according to your roll. Jaws, beaks, and mouths do not interfere with speech. 1) Jaws of an alligator. 2) Jaws of an hippopotamus. 3) Snout of a canine. 4) Beak of a bird. 5) Jaws of a shark. 6) Mouth of a fish. **cost:** none. **range:** self. **effect:** binary.

561 Festive. You are the original party animal. You will seek

out a good time even if it gets you killed. Subtract a D6 from reason and add D6 to guile. **cost:** none. **range:** self. **effect:** cumulative.

562 Morbid relic. The desires of a person are a curious thing. You now have the desire to claim something personal from all of the people you kill. Equipment and weapons are not nearly personal enough for this purpose. You must have an ear, a finger, a ring, a necklace, or something else that was very personal or meaningful to the person you killed. Add one renown for each relic that you carry from your victims (only one per victim). **cost:** none. **range:** self. **effect:** binary.

563 Death sentence. Morbid coincidence, people will say. At least the first few times. You have the ability to kill anyone simply by asking them to die. Coincidence—I think not! There is consequence for you're action, however, roll a D6 and subtract it from a random attribute. **cost:** 35 skill points. **range:** victim must hear you. **effect:** binary.

564 Public humiliation. Subtract three renown. **cost:** none. **range:** self. **effect:** binary.

565 Covering slime. You and everyone within 20 feet of you (at this moment) have cross-mutated with an amphibian. Each adds covering slime to their list of radiations. Each person takes one attribute from an amphibian of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

566 Angry again. It doesn't take much to draw you into combat. Someone could look at you funny or say something that you don't like and you will attack them. Your rage will not subside until they have given in to you. They may either apologize or die. That's the way you see it. **cost:** none. **range:** self. **effect:** binary.

567 One with your weapon. Weapons simply feel right when they are in your hand. In fact, you will rarely go for even a minute without some sort of a weapon. All weapon skills (WS) are natural abilities for you. **cost:** none. **range:** self. **effect:** binary.

568 Warlike. Hostile environments are your natural element. All skills are natural abilities while you are in combat or under fire. All skills are natural inabilities while you are out of combat. Add 2D6 to your initiative rolls. **cost:** none. **range:** self. **effect:** binary.

569 Lost hope. deadEarth has broken you. You have no desire to make your life worthwhile. You will gain no skill points for performing skills. **cost:** none. **range:** self. **effect:** binary.

570 Vengeance. Compare your strength, moves and resiliency to that of the next non-player or player you kill. Take the higher of the two, then eat their heart. After you have accomplished your task, remove vengeance from your list of radiation manipulations.

cost: none. **range:** self. **effect:** temporary.

571 One shot. All cumulative radiations you have or gain become binary. **cost:** none. **range:** self. **effect:** permanent.

572 Vile. You are disgusting. You blow your nose in your hand, excrete any number of substances and gasses from your various orifices, and don't really care that it is repulsive to anyone else. Subtract 6D6 from command, charisma, influence, and haggle. The game master may also apply that modifier to other skills as it becomes necessary. **cost:** none. **range:** self. **effect:** cumulative.

573 Parasitic. Your body has the ability and the will to absorb what it needs from the people around you. Your body will absorb up to one hit point per hour from each person around you, if you are injured. It will also absorb one skill point per day from each person you spend at least six hours with. **cost:** none. **range:** 25 feet. **effect:** cumulative.

574 Natural weakness stun. Take an additional point of stun every time you are hit. **cost:** none. **range:** self. **effect:** cumulative.

575 Fameless. Just your luck, when ever you do something cool, no one is around to see it. You renown is permanently set equal to zero. **cost:** none. **range:** self. **effect:** binary.

576 Bureaucracy. Add (129) moot to your radiation list. Any person you come into contact with has a 25% chance of also gaining the radiation moot. Roll only once per individual. **cost:** none. **range:** touch. **effect:** binary.

577 Blind. You are permanently blind. You automatically fail any sight related roles. Halve all your initiative rolls. **cost:** none. **range:** self. **effect:** binary.

578 Night vision. You can now see in darkness as well as you see in daylight. **cost:** none. **range:** self. **effect:** binary.

579 Telepathy. You can subconsciously speak to anyone, anywhere; provided you know that they exist. One catch though, they won't be able to talk back unless they also have the ability. You must beat the target's resolve roll with your own in order for them to hear you. **cost:** 2 skill points. **range:** see above. **effect:** binary.

580 Natural armor. Your skin has a natural ability to resist damage. Apply a natural armor rating of +1 to your character. **cost:** none. **range:** self. **effect:** cumulative.

581 Baffle. Bemuse is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

582 Accelerated aging. You now age at twice the normal rate.

cost: none. **range:** self. **effect:** cumulative.

583 Berserk. When you enter a combat situation you automatically enter berserk. While in berserk, you will use no weapons and no defensive actions, and your resiliency and moves will be doubled. You will not leave berserk until all of your opponents are dead. **cost:** none. **range:** self. **effect:** binary.

584 Aura of protection. You may absorb one point of damage at a cumulative cost of one skill point per round. Every point of damage your absorb in the first round of combat will cost one skill point, two points per in the second round, and so on. **cost:** see above. **range:** self. **effect:** binary.

585 Reclamation. Restore one hit point to yourself by absorbing it from living biological materials. Plant material will not work unless you have an existing cross-mutation with a plant. **cost:** 10 skill points. **range:** touch. **effect:** binary.

586 Airborne fog. You and everyone within 20 feet of you (at this moment) have cross-mutated with a bird. Each adds airborne fog to their list of radiations. Each person takes one attribute from a bird of their choice and adds it to their character. **cost:** none. **range:** 20 feet. **effect:** cumulative.

587 Pool. You will start melting into a pool of goo at 3D6 hit points per hour until you are dead. Anyone within 10 feet of you during your melting process will have a 75% chance of rolling on this table for each minute they are within your radius. **cost:** none. **range:** self. **effect:** binary.

588 Unknown soldier. You cannot apply your renown to any rolls or initiative. **cost:** none. **range:** self. **effect:** binary.

589 Repent. You have lived your life to serve yourself. From this point forward you will have an urge to help those who cannot help themselves. If, in doing so, you save the life or avenge the live of an innocent, you may remove one radiation manipulation from your list. **cost:** none. **range:** self. **effect:** binary.

590 Exasperater. There's something about you that just bothers the hell out of me. Go away. Leave. ARRGH! (You'll have this effect on everyone.) **cost:** none. **range:** self. **effect:** binary.

591 Insecta. You have cross-mutated with the local wildlife. Take D6 attributes from insects and worms (that can be found in your area) of your choice and add them to your character. **cost:** none. **range:** self. **effect:** cumulative.

592 Thyroid condition. Add or subtract (flip a coin) 2D6 inches to your height and adjust your modifiers accordingly. **cost:** none. **range:** self. **effect:** cumulative.

593 Sympathy. Your expression of pain is so acute that even

your enemies are sorry. If you take damage, everyone near you must beat above an average resolve roll or subtract a D6 from all rolls while you are near and injured. **cost:** none. **range:** self. **effect:** cumulative.

594 Quadruped. You move like a gorilla -- you can stand like a biped, but generally use both your arms and legs to walk. You cannot use any two-handed weapons and have -D6 to all weapon skills. Your maximum carrying weight is now (strength x 15) + 30, and you gain 2 moves. **cost:** none. **range:** self. **effect:** binary.

595 Natural weakness. You will suffer an extra point of damage every time you are hit in combat. **cost:** none. **range:** self. **effect:** cumulative.

596 Vestigial. Any physical effects due to radiation manipulations still exist, but are now vestigial. You will not be able to use them at all, and any effects on your moves, resiliency, or strength no longer take effect, except those which altered your height/weight to make such changes; i.e. a giant with an extra limb has the benefits of the radiation manipulation giant but has a useless limb which gives him no extra moves. **cost:** none. **range:** self. **effect:** binary.

597 Stingy. You are so pathetic at haggling you make a natural inability look good. You will haggle unreasonably regardless if you know an item's worth. It will take a difficult streetwise roll to even find someone who will not throw you out of the store after a minute of haggling. If you find such a person, they may make an average reason roll to determine your ineptitude, after which they gain 2D6 to their haggle skill against you. **cost:** none. **range:** self. **effect:** binary.

598 Brain fart. Intense situations make you choke. Roll a D6 every time you enter an intense situation. If you roll a one or a six, subtract a D6 from all rolls for 2D6 rounds. **cost:** none. **range:** self. **effect:** binary

599 Bonus round. Everytime you raise any skill to 4D6 or higher, roll on the radiation table. **cost:** none. **range:** self. **effect:** cumulative.

600 Twist of fate. Your luck runs in streaks. Roll a D6 every week. On a roll of 1, 2, or 3, your luck is sour. You lose D6 on all skill rolls that week and bad things will tend to happen to you at the game master's discretion. On a roll of 4, 5, or 6, your luck is in. You gain D6 on all skill rolls that week and good things will tend to happen to you at the game master's discretion. **cost:** none. **range:** self. **effect:** binary.

601 Convolution. In one space, you could be considered a multiplication of what you were. Compare the first skill with the second skill on your skill list and roll a D6. On a roll of 1, 2, or 3,

those skills are unchanged. On a roll of 4, 5, or 6, swap the levels of the two skills. Do this for the second and third skills, and so on, from the top to the bottom of your skill list. **cost:** none. **range:** self. **effect:** cumulative.

602 Glow. Your skin glows with a color of your choice. **cost:** none. **range:** self. **effect:** cumulative.

603 Ignition. You can light flammable materials with the power of your mind. **cost:** 3 skill points. **range:** 20 feet. **effect:** binary.

604 Mammal. You have cross-mutated with a mammal. Take one attribute from a mammal of your choice and apply it to your character. **cost:** none. **range:** self. **effect:** cumulative.

605 Toothless. Subtract 2D6 teeth. **cost:** none. **range:** self. effect: cumulative.

606 Babble. Bemuse is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

607 Cold. Tell a target's subconscious that they are freezing. The target will try to seek warmth and will have -3 to all rolls for the next D6 rounds, provided that you can beat their resolve roll with yours. **cost:** 6 skill points. **range:** verbal. **effect:** binary.

608 Mutiny. You are so pathetic at command you make a natural inability look good. You will give commands to people under you on such trivial matters that they will come to resent you. It will take a difficult streetwise roll (game master roll in private) to find people who will not resist your commands in an intense or critical situation. If the streetwise roll is failed, all members under command will resist with an additional 2D6 to their reason roll against your command roll. **cost:** none. **range:** self. **effect:** binary.

609 Filter. You may swap the skill levels of any two of your skills permanently D6 times. **cost:** none. **range:** self. **effect:** permanent.

610 Multiplexing. New directions in one's life are often obtained in strange ways. Compare each of your skills to each of the skills of the next player you come in contact with. Roll a D6 for each skill. On a roll of 1, 2, or 3, those skills are unchanged. On a roll of 4, 5, or 6, swap the levels of the two skills. **cost:** none. **range:** touch. **effect:** permanent.

611 Modulation. New directions in one's life are often obtained in strange ways. Compare each of your skills to each of the skills of the next player you come in contact with. That player will gain all of your natural abilities and natural inabilities, and you will gain all of that player's natural abilities and natural inabilities, each in addition to your own. **cost:** none. **range:** touch. **effect:** permanent .

612 Bone Hardening. Add your strength to your resiliency. **cost:** none. **range:** self. **effect:** cumulative.

613 Excitable. You thrive on intense situations. Roll a D6 every time you enter an intense situation. If you roll a one or a six, add a D6 to all rolls for 2D6 rounds. **cost:** none. **range:** self. **effect:** binary.

614 Mirror universe. Compare each of your skills to each of the skills of the next player you come in contact with. That player must immediately spend all skill points available on skills. Once done, your skill levels will become exactly what that other player's are. Remove mirror universe from your radiation manipulation list. **cost:** none. **range:** touch. **effect:** temporary.

615 Revert. All your natural inabilities and natural abilities are permanently negated. Remove any radiations that gave you such from your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

616 Immune. Your body is so well attuned that it will naturally reject foreign bodies and toxins, eliminating them almost as fast as they are introduced. Drugs and alcohol have no effects, and diseases have almost as little. The player is not immune to effects which diminish his/her air supply, however. **cost:** none. **range:** self. **effect:** binary.

617 Gas mask. Your lungs have the ability to use oxygen in complex biochemical reactions which yields even more oxygen. This occurs at a slow rate and requires oxygen to be present, but will allow a player to hold his/her breath for 3D6 minutes. This process is also isotype-specific, which allows a player to be immune from suffocation on carbon monoxide/dioxide, so long as normal gaseous oxygen is present. **cost:** none. **range:** self. **effect:** binary.

618 Osteoporosis. Subtract one move and your resiliency is permanently reduced to three. **cost:** none. **range:** self. **effect:** binary.

619 Emotional adrenaline. Whatever you feel, is three or four times stronger than it would normally be. If you are happy, you will go to great lengths to display it, if you are angry you will do the same. **cost:** none. **range:** self. **effect:** binary.

620 Sluggish. Subtract two moves. **cost:** none. **range:** self. **effect:** cumulative.

621 Disfigured mutant. Choose 5 + D6 cross-mutations with various animals and plants. The first five must affect your physical appearance, the
remainder may be anything of your choosing. Get your game master's approval. **cost:** none. **range:** self. **effect:** cumulative.

Radiation Table

622 Radiation aging. From now on, each radiation you gain effectively adds five years to your age. **cost:** none. **range:** self. **effect:** binary.

623 Rumor. A bad rumor has been circulated about a seizure you had during this radiation exposure. Subtract one renown. **cost:** none. **range:** self. **effect:** binary.

624 Amphibian. You have cross-mutated with an amphibian. Take one attribute from an amphibian of your choice and apply it to your character. **cost:** none. **range:** self. **effect:** cumulative.

625 Skin. Roll a D6 and apply one of the following cross-mutations to body parts of choice according to your roll. 1) Scales over D6 body parts. 2) Fur over D6 body parts. 3) Feathers over D6 body parts. 4) Plates or exoskeleton over D6 body parts (no armor benefits). 5) Human skin over D6 body parts. 6) Roll twice more and apply the cross-mutations. **cost:** none. **range:** self. **effect:** cumulative.

626 Divine intervention. If you are about to receive a mortal wound, roll percentiles, there is a 40% chance that all damage to you is reduced to zero from that source. **cost:** none. **range:** self. **effect:** binary.

627 Carnal rage. Every time you enter an intense situation, roll a D6. If you get a one or a six you will enter rage. While you are in rage you will have +3 strength and +1 moves, and you may not make any defending actions. You will remain in rage until whatever set you off is removed from your senses (usually a dead attacker). **cost:** none. **range:** self. **effect:** binary.

628 Psionic blast. Hit a target with an unseen force of 3D6 damage. **cost:** 12 skill points. **range:** 30 feet. **effect:** binary.

629 Psychic stronghold. Automatically block anyone trying to penetrate your mind with a special ability. If you have a skill point this ability will protect you whether you want it to or not. **cost:** 1 skill point. **range:** self. **effect:** binary.

630 It bleeds. Anytime you are hit while in combat (even if your armor absorbs all the damage) you will begin to bleed and take one damage to that part of your body. You may make your opponent see more blood than there really is, thereby causing them x stun where x is the number of skill points you put into it. **cost:** x skill points. **range:** sight. **effect:** binary.

631 Good judgment. Appraise is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

632 Hypnotic suggestion. You may implant an idea in a target's head for one hour, provided you can beat their resolve roll with yours. You cannot make the target do anything that they would

not normally do, for instance, kill themselves. **cost:** 7 skill points. **range:** verbal. **effect:** binary.

633 Gibberish. You can no longer speak rationally. On a positive note, you now have +2D6 to bemuse. **cost:** none. **range:** self. **effect:** binary.

634 Mind clutter. You have a difficult time concentrating on anything from now on. -1 to all rolls. **cost:** none. **range:** self. effect: cumulative.

635 Gulping time. You now age one year for each month of your existance. **cost:** none. **range:** self. **effect:** binary.

636 Criminal. Some say it is in your nature to have a criminal mind--they are right. If there is a law, chances are you will feel the need to break it. Wherever you go, whatever you do, you will be compelled to seek out the laws of that area and break them. **cost:** none. **range:** self. **effect:** binary.

637 Bat blind. You now see only with the eyes of a bat (radar). You are extra sensitive in areas where motion detection is important, unfortunately glass and other transparent surfaces present a problem for you, because to you they are as opaque as a brick wall. **cost:** none. **range:** self. **effect:** binary.

638 Goat. Toilet seat covers, cans, sand--it doesn't matter, you can eat and digest anything. **cost:** none. **range:** self. **effect:** binary.

639 Empty soul. Once upon a time your life meant something to you, but now it all seems so pointless. Reduce all of your skills over 4D6 to 4D6 and your renown to zero. Add (340) depression to your list of radiations if you can't beat difficult (24) odds with a skill roll of your choice right now. Add (298) disgust to your list of radiations if you can't beat difficult (24) odds with a skill roll of your choice within D6 days (one roll per day). **cost:** none. **range:** self. **effect:** binary.

640 Wretched. You are the reason children are afraid of the dark and old married men wet their beds. Add (549) horror and (621) disfigured mutant to your list of radiations. **cost:** none. **range:** self. **effect:** binary.

641 Temporal shift. Reverse the numbers in your age and adjust your attributes accordingly. **cost:** none. **range:** self. **effect:** binary.

642 Aria of the banshee. You may call upon the voice of a banshee to destroy your enemies. The evil scream will cause an aneurysm in the head of anyone who can hear it. All victims will suffer 4 points of damage to the head. **cost:** 40 skill points. **range:** anyone who can hear you. **effect:** binary.

Radiation Table

643 Amazing story. Gain one renown. **cost:** none. **range:** self. **effect:** permanent.

644 Jackpot. Choose D6 cumulative or binary radiations and make them permanent. **cost:** none. **range:** self. **effect:** permanent.

645 Under eating disorder. Halve your daily rations and subtract D6x10 pounds. Adjust your modifiers accordingly. **cost:** none. **range:** self. **effect:** cumulative.

646 Empathic transmission. You now have the ability to force an emotion on someone else for a short period of time. **cost:** 12 skill points. **range:** 50 feet. **effect:** binary.

647 Auction. Randomly choose one radiation from your list. Each player (include yourself) may bid skill points to buy that radiation. The high bidder adds the radiation to their list, and removes the skill points they bid. You remove the auctioned radiation from your list, and add the skill points from the winner. If no bids are received, you must randomly choose another radiation. Auction may not be auctioned off. **cost:** none. **range:** self. **effect:** temporary.

648 Broken heart. Sometimes the loss of someone you love, can hurt more than a knife or a bullet. You lost someone in the past, and it is catching up with you now. You have become suicidal. You will attempt to kill yourself whenever you are left alone. **cost:** none. **range:** self. **effect:** binary.

649 Contagion. Add (111) insane to your radiation list. Any person you come into contact with has a 25% chance of also gaining the radiation insane. Roll only once per individual. **cost:** none.**range:** touch. **effect:** binary.

650 Nil. Not quite nothing, but close. Gain 1 skill point. **cost:** none. **range:** self. **effect:** permanent.

651 Verbal abuse. You cannot help but insult anyone you come in contact with. It is simply in your nature to do so. You really have no intention of doing it, but for whatever reason, you do. **cost:** none. **range:** verbal. **effect:** binary.

652 Extra limb. You now have an extra limb. You may use this to regrow a missing limb, but not to replace a malfunctioning one. Add two moves. **cost:** none. **range:** self. **effect:** cumulative.

653 Natural Ability. A random skill is now one of your natural abilities. **cost:** none. **range:** self. **effect:** binary.

654 Summon inner strength. Your adrenals are working overtime. You have a +2 strength modifier for the next D6 actions. You may use this ability at any time. **cost:** 4 skill points. **range:**

self. **effect:** binary.

655 Radiator. You are extremely hot blooded (111 degrees). Add a D6 to all rolls in a temperature of less than 80 degrees farenheit. Subtract a D6 from all rolls in a temperature of more than 90 degrees farenheit. **cost:** none. **range:** self. **effect:** binary.

656 Frivolous. Appraise is now a natural inability. **cost:** none. **range:** self. **effect:** binary.

657 Possession. Take control of a target's body. Do whatever you like with it for 2D6 rounds provided that you can beat their resolve roll with yours. The victim will be trapped inside of a body that they can't control, however, they will be able to speak. **cost:** 40 skill points. **range:** 40 feet. **effect:** binary.

658 Itch. Tell a target's subconscious that they are uncontrollably itchy and must scratch. The target will lose D6 moves for the next D6 rounds while they are scratching, provided your resolve roll is better than theirs. **cost:** 9 skill points. **range:** verbal. **effect:** binary.

659 Seaworthy. Swimming is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

660 Regrowth. Every time a radiation is removed from your list, roll on the radiation table. **cost:** none. **range:** self. **effect:** cumulative.

661 Staid. Your mind wanders toward the peace and tranquility of death. Roll your resolve just before you wake. You must beat an average (15) odds to wake up otherwise your life will drift to the serenity of death. **cost:** none. **range:** self. **effect:** binary.

662 PMS. You must assume a new attitude every morning when you wake. **cost:** none. **range:** self. **effect:** binary.

663 Recycle. At the beginning of each day, recycle a random radiation from your list by removing it and rolling a new radiation on the table to replace it. Do this until you die or recycle is removed from your list. **cost:** none. **range:** self. **effect:** cumulative.

664 Hibernation. You may choose to go into hibernation at any time. While in hibernation you will have only one move. You will breathe through your skin and your vital signs will be nil. Hibernation extends for D6 days and can be renewed for a cost of one skill point. **cost:** 2 skill points. **range:** self. **effect:** binary.

665 Venerable. Add 10 years to your age and apply the appropriate aging modifiers. **cost:** none. **range:** self. **effect:**

cumulative.

666 The Damned. As the Damned you will have a +1 modifier to strength and resiliency as well as the ability to call upon the forces of lightening, fire and flood at a cost of eight skill points per D6 of damage. You may also call upon the wind to lift 100 pounds per eight skill points you spend. Any clothing worn while using your powers will be destroyed because your powers erupt from your flesh. You cannot choose to help anyone unless it benefits you in some way. You must play your character with a vengeful twist. Other characters will will hate you for this. **cost:** see above. **range:** sight. **effect:** binary.

667 Deconvolution. In one space, you could be considered a multiplication of what you were. Compare the last skill with the second to last skill on your skill list and roll a D6. On a roll of 1, 2, or 3, those skills are unchanged. On a roll of 4, 5, or 6, swap the levels of the two skills. Do this for the second to last and third to last skills, and so on, from the bottom to the top of your skill list. **cost:** none. **range:** self. **effect:** permanent.

668 Experienced. Gain 20 skill points. **cost:** none. **range:** self. **effect:** permanent.

669 Proactive thoughts. You project your thoughts and emotions on everyone around you. For this resolve you will not be able to mislead or lie to anyone. +2D6 and a natural ability to bemuse. **cost:** none. **range:** 15 feet. **effect:** cumulative.

670 Enlightenment. Add (163) big head to your radiation list. Any person within 25 feet of you has a 25% chance of also gaining the radiation big head. **cost:** none. **range:** 25 feet. **effect:** permanent.

671 Community. Roll another radiation from the table and add it to your list. The next D6 people you contact also add this radiation to their lists. Remove community from your list when D6 people have been irradiated. **cost:** none. **range:** self. **effect:** temporary.

672 X-ray vision. You can now see through many objects. The extent of your vision will depend on the thickness and from what material the object is made. Your Game Master will make these decisions. **cost:** none. **range:** sight. **effect:** binary.

673 Radiation grab bag. Roll a D6 and apply the following condition according to your roll: 1) Remove a radiation of your choice from your list. 2) Remove a random radiation from your list. 3) Roll on the radiation table. 4) Roll twice on the radiation table. 5) Roll twice on the radiation table, but add only one of the rolls to your list of radiations. 6) Remove a radiation of your choice from your list of radiations, then roll on the radiation table. **cost:** none.**range:** self. **effect:** temporary.

674 Blight. Every society has myths about curses and hexes. Now you have the ability to turn myth into truth. You may blight someone with a simple touch and a thought. Your curse will last one day per 11 skill points that you put toward it. You may curse someone to insomnia, or to feel the effects of disease, or whatever else your game master lets you get away with. You must beat your victim's resolve roll with yours. If you are successful then the curse takes effect immediatly. **cost:** 11/day of effect. **range:** touch. **effect:** binary.

675 Degradation. Every D6 weeks your highest level skill will be reduced by D6, permanently. **cost:** none. **range:** self. **effect:** cumulative.

676 Evolution. The following radiations are now skills for you to advance as you would any other. These new skills no longer have any cost to you and you should roll them as individual skills instead of rolling resolve. Your new skills are: (579) telepathy, (403) telekinesis, (632) hypnotic suggestion, (679) subconscious weakness, and (629) psychic stronghold. **cost:** none. **range:** self. **effect:** binary.

677 Drool. You are a slobbering fool. **cost:** none. **range:** self. **effect:** binary.

678 Aversion. You will avoid something of the Game Master's choice at all costs. **cost:** none. **range:** self. **effect:** cumulative.

679 Subconscious weakness. Of course your opponent has a weakness, they just don't know it yet. So tell them. Choose a skill and roll your resolve against theirs. If you are successful they will get a natural inability to the skill that you have chosen. **cost:** 15 skill points. **range:** verbal. **effect:** binary.

680 Polarization. You are now magnetic. **cost:** none. **range:** self. **effect:** binary.

681 Prowess. Acrobatics is now a natural ability. **cost:** none. **range:** self. **effect:** binary.

682 Rite of freedom. If you are ever held against your will simply ask your captors to release you. If you can beat their reason with your charisma, they will let you go. +D6 charisma, jimmy lock, and escape. **cost:** none. **range:** audible. **effect:** binary.

683 Size mutation. Roll a D6. Add or subtract that many inches and that number times 10 pounds to your character. Be sure to adjust your attributes accordingly. **cost:** none. **range:** self. **effect:** cumulative.

684 Regeneration. You may heal one hit point. **cost:** 2 skill points. **range:** self. **effect:** binary.

685 Cement Shoes. Swimming is now a natural inability. **cost:**

none. **range:** self. **effect:** binary.

686 Skill grab bag. Roll a D6 and apply one of the following conditions based on your roll: 1) Add a D6 to a skill of your choice. 2) Add a D6 to a random skill level. 3) Gain a natural ability to a skill of your choice. 4) Gain a natural inability to 2 random skills. 5) Subtract a D6 from a random skill level. 6) Subtract a D6 from a skill of the Game Master's choice. **cost:** none. **range:** self. **effect:** permanent.

687 Nine Lives. Reduce all hit points on your body to one and all body parts become critical areas. Resiliency remains intact. You may die eight times and still have one life to live. You will be reborn on the morning after your death, provided you have not used up all nine lives. **cost:** none. **range:** self. **effect:** cumulative.

688 Gradual decline. Roll 6D6 times on this table and list them on a separate sheet in the order they are rolled. Every D6 days, add a radiation from that list to your list of radiation manipulations. Gradual decline cannot be removed from your list of radiations except by normal. **cost:** none. **range:** self. **effect:** cumulative.

689 Upgrade. You may, at any time, spend 20 skill points to remove a radiation from your list then roll on this table. **cost:** 20 skill points. **range:** self. **effect:** binary.

690 Pyromaniac. You now have an obsession with fire. You are not sure what it is, but everything looks better when it is on fire.**cost:** none. **range:** self. **effect:** binary.

691 Lead feet. Subtract a move. **cost:** none. **range:** self. **effect:** cumulative.

692 Call lightening. Command the electrical forces of nature by calling upon them. Your lightening strike will hit one for D6 damage. **cost:** 7 skill points per D6 damage. **range:** sight. **effect:** binary.

693 Rough shod. Every time you kick something, take a point of damage and two points of stun. **cost:** none. **range:** self. **effect:** cumulative.

694 False alarm. Add (131) nothing to your radiation list. Any person you come into contact with has a 25% chance of also gaining the radiation nothing. Roll only once per individual. **cost:** none. **range:** touch. **effect:** binary.

695 Freeze. You may crystallize anything that contains water into a solid state. There is a catch though. The target will thaw out naturally. **cost:** 15 skill points per cubic foot. **range:** touch. **effect:** binary.

696 Radiation weakness. Radiation reacts badly with your body. Subtract a hit point from your body for each radiation manipulation in your list. You must subtract the hit points as equally as possible from your body. For each new radiation that you add to your list, subtract an additional hit point. Likewise add a hit point if you remove a radiation from your list. **cost:** none. **range:** self. **effect:** binary.

697 Killing spree. Once each year, on a date decided by your Game Master, you must kill D6 people. If you fail to kill those people, kill yourself. **cost:** none. **range:** self. **effect:** binary.

698 Fetal clock. Unfortunately for you, you were born with a serious physical defect. Your time is drawing near, but you have no idea that you are about to die. Your game master will decide what your fatal defect is. If, by some miracle, you are treated by a medical doctor within the next 10+D6 days you just might have a chance. Your doctor will have to make a difficult roll (6D6) to even notice that there is a problem; then an improbable roll (8D6) to save your life. **cost:** none. **range:** self. **effect:** cumulative.

699 Wall walker. You have fibrils growing out of your skin which enables you to hold on to sheer surfaces. +3D6 to climb. **cost:** none. **range:** self. **effect:** binary.

700 Gluttony. You eat, sleep, masturbate, etc. all too much. Add D6 x 10 to your weight, subtract 2 moves and 2 strength, and add (675) degradation, (461) resurgence, and (298) disgust to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

701 Fortitude. You have the strength and strength of mind to face all adversity. Add 2D6 to resolve. Add (580) natural armor, (555) natural armor stun, and (499) tough as nails to your list of radiations. You must use your might to defend good, not evil. If you kill or harm an innocent your newfound powers will be revoked and you must add (496) unforgiven to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

702 Low roller. Roll a D6. Whenever you roll on the radiation table, reroll any die that is more than your D6 roll. **cost:** none. **range:** self. **effect:** binary.

703 Uneventful life. Nothing worth talking about in your existence. Subtract 2D6 from the trotroubadourill. **cost:** none. **range:** self. **effect:** cumulative.

704 Rite of possession. Once per day when you are in need, you may open your body to a spirit for possession. A spirit will enter your body to carry out whatever it was you needed help with. The spirit performs all applicable skills at 6D6, but has the limitations of your body and its attributes, existing damage, etc. During your possession, the game master will completely control your character. Spirits may not have the same ideas as you do about whom is your enemy, or what the fair price is for a piece of

equipment. **cost:** none. **range:** self. **effect:** binary.

705 False sense of security. Add (176) retard to your list of radiations. After the first time that retard prevents you from rolling on the radiation table, remove retard and false sense of security from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

706 Friendly. Gain an extra skill point every time you roll command or influence. **cost:** none. **range:** self. **effect:** binary.

707 Rite of aggression. If you do not make any offensive or defensive actions during the first round of a combat, you may double your moves for all remaining rounds of combat so long as you make an action each round. **cost:** none. **range:** self. **effect:** binary.

708 Nada. Nothing is nothing in any language. **cost:** none. **range:** self. **effect:** cumulative.

709 Unlikely event. Roll 50 times on the radiation table, but do not apply any of the radiations to your character. If you do not roll a radiation which would directly cause your death, gain 2 renown. **cost:** none. **range:** self. **effect:** cumulative.

710 Proton cross-section. Roll a D6. On a 1-3, you have a low proton cross-section: +2D6 to shielding. On a 4-6, you have a high proton cross-section (you absorb more protons): -2D6 to shielding. **cost:** none. **range:** self. **effect:** binary.

711 Strength augmentation. In addition to the normal +1 strength per even skill level above 2D6 (4D6, 6D6, etc.) for weight training, also gain +1 strength per odd skill level above 2D6 (3D6, 5D6, etc.). **cost:** none. **range:** self. **effect:** binary.

712 Chemical imbalance. Roll a D6 whenever you awaken. On a 1-2, you are depressed and will refuse to participate in anything (except to combat for your life). All attempts to influence or intimidate you into doing something are at -2D6. On a 3-4, you are normal. On a 5-6, you are ecstatic and won't shut up. Anyone wishing to remain within hearing range of you for more than 30 minutes must first beat an average resolve roll to summon the patience. **cost:** none. **range:** self. **effect:** binary.

713 Planned obsolescence. The game master chooses a skill and notes it, but does not inform you which skill it is. As soon as this skill is raised to the next level, add (322) imminent death to your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

714 Price of salvation. You may remove all radiations from your list (including all permanents) to prevent all damage done to you from one source (for a whole round). **cost:** none. **range:** self. **effect:** temporary.

715 Exponential decay. Each time a radiation is added to your list, add the total number of radiations on your list, and subtract that number from your shielding. **cost:** none. **range:** self. **effect:** binary.

716 Caffeine addiction. Your body craves caffeine. If you consume caffeine, gain +D6 moves for D6 hours. If you have not consumed caffeine within the last 6 hours, -D6 to influence. **cost:** none. **range:** self. **effect:** binary.

717 Appropriations. Determine your budget by rolling a D6. You may raise any number of skills by any number of D6, provided that the sum of the two is not greater than your budget. For example, if your budget roll is 3, you could raise 2 skills by 1D6 each, or 1 skill by 2D6. **cost:** none. **range:** self. **effect:** permanent.

718 Organization. +D6 to business. **cost:** none. **range:** self. **effect:** cumulative.

719 Irritating. -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

720 Coup. +D6 to guile and command. **cost:** none. **range:** self. **effect:** cumulative.

721 Double cross-mutation. Cross-mutate with an animal or plant from the spawning bed database. Choose one attribute from a single animal or plant and apply it to your character (subject to game master approval). **cost:** none. **range:** self. **effect:** cumulative.

722 Bloody and messy (BAM). A rare, non-contagious, lethal hemorrhagic fever causes your body to go into debilitating convulsions (zero moves, cannot speak) for D6 minutes, after which your entire body explodes, spraying everyone within 20' with your gore. Anyone watching must beat an impossible resolve roll to keep from vomiting. Anyone who views or smells the gore for a week following must beat an average resolve roll to keep from vomiting. While vomiting, your moves are reduced by half. **cost:** none. **range:** self. **effect:** binary.

723 Sympathetic vomiter. Whenever you see, hear, or smell vomiting, beat a difficult resolve roll to keep from vomiting yourself. Your moves are reduced by half while vomiting. **cost:** none. **range:** self. **effect:** binary.

724 Chain mutation. Add D6 cross-mutations of your choice. For each mutation you apply, your game master may apply another mutation of his/her choice. **cost:** none. **range:** self. **effect:** permanent.

725 DNA infusion. Remove 2D6 random radiations from your list. **cost:** none. **range:** self. **effect:** temporary.

726 Human computer. +2D6 to math and memory. **cost:** none. **range:** self. **effect:** binary.

727 Loss of appetite. The sight of food sickens you. You must beat an average resolve roll to eat anything, or suffer the consequences of malnutrition (which leads to death if not treated). **cost:** none. **range:** self. **effect:** binary.

728 Kinetic battery. Your unspent moves carry over from one combat round to the next. **cost:** none. **range:** self. **effect:** binary.

729 Discount. Any radiations on your list which have a cost of skill points have their cost reduced by half. **cost:** none. **range:** self. **effect:** binary.

730 Simple logic. Gain an extra skill point every time you roll forensics, investigate, or search. **cost:** none. **range:** self. **effect:** cumulative.

731 Wholesaler. +D6 to haggle and appraise. **cost:** none. **range:** self. **effect:** binary.

732 Lower management. +D6 to business. **cost:** none. **range:** self. **effect:** binary.

733 Middle management. +D6 to business and intuition. **cost:** none. **range:** self. **effect:** binary.

734 Upper management. +D6 to influence and charisma. Business and intuition are natural abilities. **cost:** none. **range:** self. **effect:** binary.

735 Zero. Nothing. **cost:** none. **range:** self. **effect:** temporary.

736 Hotbed. Whenever you roll on the radiation table, anyone who was within 20 feet of you at the time of exposure must also roll. **cost:** none. **range:** self. **effect:** binary.

737 Radiation absorption. You no longer need to eat food. You are nourished by the radiation around you. While it is still possible for you to eat normal food, it will not provide you with what you need to stay healthy or even survive. While in areas of extremely low radiation roll a D6 and subtract it from resiliency, strength, and moves. While in areas of intense radiation roll a D6 and add it to your strength resiliency and moves. **cost:** none. **range:** self. **effect:** binary.

738 Clever. Gain an extra skill point every time you roll bemuse, math, or investigate. **cost:** none. **range:** self. **effect:** cumulative.

739 Heart murmur. Roll a D6 every time you enter an intense situation. If you roll a one, take D6 stun. If you roll a 2, take 2D6 stun. If you roll a 3, take 3D6 stun. If you roll 4-6, nothing

It was a good thing that I left when I did. My three buddies from last night's bar fight are in front of the Justice right now, receiving the heavy end of the hammer I'm sure. There's not much tolerance for violence in small towns like this, not anymore. I've cleared out of town just ahead of the law too many times, but better once more than never again. My bag is packed and I'm on my way out, treading quietly through the common room of the inn towards the kitchen. I poke my head in and see the kitchen is empty, and the rear door is unlocked across the room. I stealth through the door, completely oblivious to the heavy butcher knife falling towards the back of my head from the cook behind the door.

happens. **cost:** none. **range:** self. **effect:** binary.

740 Negate. Remove negate and the last radiation on your list. **cost:** none. **range:** self. **effect:** temporary.

741 Fraud. Whenever you roll on the radiation table, you may consult the table and rearrange the digits as you wish before adding a radiation to your list. **cost:** 10 skill points. **range:** self. **effect:** binary.

742 Rite of precedence. You may choose which radiation(s) on your list takes precedence. Changing precedence may be done at any time for 10 skill points. Having more than one radiation precedent at the same time doubles the cost. For example, to make two radiations precedent costs 20 skill points, and three costs 40 skill points; then to change any one of the three costs 40 skill points. At the time you get rite of precedence, no radiations are precedent. Rite of precedence is always active, even if not precedent. **cost:** none. **range:** self. **effect:** binary.

743 Flare-up. Roll on the radiation table each day, then roll a D6. Only apply the radiation to your list if the D6 roll is a 1. Normally rolled rads are automatically added to your list. **cost:** none. **range:** self. **effect:** binary.

744 Rite of asylum. You may remove a radiation from your list of your choice to prevent rolling once on the radiation table. You may only remove radiations which have been on your list for at least 24 hours, and only nonpermanent radiations. **cost:** none. **range:** self. **effect:** binary.

745 Absolved of mutations. Remove all radiations from your list except absolved of mutations, including all permanents. +75 to your shielding. If this radiation is removed, your previous mutations are still removed and do not return. **cost:** none. **range:** self. **effect:** binary.

746 Absolved of humanity. Add (375) mutant to your list of radiations, and make it permanent. Also add D6 cross-mutations of your choice to your list. **cost:** none. **range:** self. **effect:** permanent.

747 Rite of rejection. Your body can reject radiation mutations. Immediately after rolling on the radiation table, before the effect of the mutation occurs, you may remove 2D6 hit points (of your choice) to remove the radiation mutation. **cost:** none. **range:** self. **effect:** binary.

748 Sublime. Your inner peace makes you beautiful. +D6 to charisma. **cost:** none. **range:** self. **effect:** binary.

749 Cloaking. Any visible effects that radiations have had on you no longer have effect. The radiations remain on your list, but their effects on height, weight, or appearance are negated.

Any invisible effects, or effects that must be called upon, remain. **cost:** none. **range:** self. **effect:** binary.

750 Biorejection. Any non-biological materials in your body are expelled, including anything melded, assimilated, or stone (from geomolecular transumatation, etc.). **cost:** none. **range:** self. **effect:** binary.

751 Armageddon. First add (201) normal to your list of radiations. Then add (104) supernova, (014) pass, and (687) nine lives. **cost:** none. **range:** self. **effect:** binary.

752 Radiation enfeeblement. For each radiation on your list, apply a -1 modifier to your strength. **cost:** none. **range:** self. **effect:** cumulative.

753 Scabs. You develop scabs on D6 random body parts, which never seem to heal. Scabs are disgusting to look at but otherwise harmless. **cost:** none. **range:** self. **effect:** cumulative.

754 Lust. You have a weakness for sex; you must have it at all cost. You aren't choosy about who you have sex with and you will rape if necessary. Add (500) aneurysm to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

755 Justice. Help those who cannot help themselves. Gain one renown for each, less fortunate, life you save. Lose one renown for each life you take, no matter what the circumstances. **cost:** none. **range:** self. **effect:** permanent.

756 Direction sense. Gain an extra skill point every time you roll navigation, tracking, or memory. **cost:** none. **range:** self. **effect:** cumulative.

757 Rite of therapy. Medical doctor or genetic engineering rolls which attempt to remove (not add) radiations from your list have a difficulty of x times two, where x is the number of radiations on your list, or impossible, whichever is lower. **cost:** none. **range:** self. **effect:** binary.

758 Crust. D6 random body parts develop a hard, crusty skin surface, which is notnoticeable sight and makes wearing heavy clothing or armor uncomfortable. -D6 to running. **cost:** none. **range:** self. **effect:** cumulative.

759 Moles. You develop numerous large (1-5" in diameter), hairy moles on D6 body parts, which are unsightly and may be mistaken as a disease by others. **cost:** none. **range:** self. **effect:** cumulative.

760 Sunspots. You develop sunspots on D6 random body parts. Sunspots are raw, sore, splotchy-looking patches of skin caused by natural
radiation from the sun. Sunspots make wearing heavy clothing or

armor uncomfortable. -1 hit point from each body part which has at least one sunspot. **cost:** none. **range:** self. **effect:** cumulative.

761 Blisters. You develop blisters on D6 random body parts. Blisters are a minor skin malady normally caused by friction with clothing or armor. If only loose clothing is worn for an entire week straight, remove blisters from your list. Until blisters are removed, -D6 to running. **cost:** none. **range:** self. **effect:** temporary.

762 Skin cancer. You develop advanced skin cancer on a random body part. Each month, roll running against average odds to determine if the cancer has spread to an adjacent body part. -D6 to running for each body part with skin cancer. **cost:** none. **range:** self. **effect:** binary.

763 Cardiac arrest. You have a radiation-induced heart malady. Whenever you enter an intense situation, roll a D6. On a 1, you have sharp pains in the torso which do 2D6 stun. If you do not immediately rest (moves reduced to zero) for 3D6 minutes, you will have a heart attack which does 3D6 damage to your torso (resiliency counts). **cost:** none. **range:** self. **effect:** binary.

764 Physical therapy. You may remove a radiation of your choice from your list per odd skill level (above 2D6) of running (for example, 5D6 running = 0, 1, or 2 rads removed). **cost:** none. **range:** self. **effect:** temporary.

765 Special procedures. Radiations may not be removed from your list by other radiations (that effect is negated). However, an impossible medical doctor roll or an improbable genetics engineering roll will remove a radiation from your list. **cost:** none. **range:** self. **effect:** binary.

766 No regrets. You may roll on the radiation table whenever you wish. Each time you add a roll when you are not required to, gain 20 skill points. **cost:** none. **range:** self. **effect:** binary.

767 Recruiter. Natural abilities to guile and charisma. **cost:** none. **range:** self. **effect:** binary.

768 Defender of the weak. You can sense intuitively the strength modifier of others. If you attack anyone with a strength less than your own, -2D6 to all combat and weapons skills and reduce your resiliency to zero (not permanently). **cost:** none. **range:** self. **effect:** binary.

769 Righteous avenger. You may or may not have earned it, but you have a reputation for upholding the law, defending the weak and helpless, and bringing justice to those who deserve it. Others will seek you out to do just these things, even before they approach the police. Add +3 to your renown. If you are caught cheating, lying, or breaking any laws, subtract -6 from your renown, and remove righteous avenger. **cost:** none. **range:** self. **effect:** binary.

770 Illegitimate. Natural abilities to streetwise, guile, and gambling. **cost:** none. **range:** self. **effect:** binary.

771 He said, she said. Every D6 days, you change to the opposite sex and personality. All memories and aspirations are unique to that sex's experiences. Add(662)PMS to list when female, (008)Bottoms up when male to radiation list. **cost:** none. **range:** self. **effect:** binary.

772 Cosmic rays. You recreceiveily radiation from the stars. In fact, the radiation hits the earth in an exact 10 meter circle with you as its center. You, and anyone in that circle, receive radiations a day. At the end of the day you keep one (random roll on a D6) of those which stay on the table. The rest fade through the night. **cost:** none. **range:** 10 meter radius. **effect:** permanent.

773 rhetorically speaking. If anyone asks a retorrical question you will be compelled to answer it whatever the consequence or cost. **cost:** none. **range:** audible. **effect:** binary.

774 Courage under fire. Whenever you enter an intense situation, roll a D6. On an odd roll, you gain nothing. On an even roll, you gain +2D6 to command, charisma, and resolve for the duration of the situation. **cost:** none. **range:** self. **effect:** binary.

775 Of strong mind and body. Your strength modifier is now equal to the level of your resolve. For example, if your resolve is at 4D6, your strength is +4. **cost:** none. **range:** self. **effect:** binary.

776 Resolute. +D6 to resolve. **cost:** none. **range:** self. **effect:** cumulative.

777 Flustered. -D6 to reason and influence. **cost:** none. **range:** self. **effect:** cumulative.

778 Shared experience. You are linked to the next player character you come in contact with. You will always know where they are and what they are feeling. If they die, gain (340) depression. **cost:** none. **range:** touch. **effect:** permanent.

779 Rite of heredity. Living in your father's shadow has turned out to be a good thing. Roll 2D6 to determine the renown of one of your relatives. If you make a successful trotroubadourll (against average (15) odds), you may invoke the name of your influential relative and add their renown to your roll. This can be done once per day (per group or individual), and you may add your renown to the same roll. **cost:** none. **range:** self. **effect:** cumulative.

780 Business as usual. Gain an extra skill point every time you roll appraise or haggle. **cost:** none. **range:** self. **effect:**

cumulative.

781 Dumbfounded. -2D6 to reason. **cost:** none. **range:** self. **effect:** cumulative.

782 Violated. Subtract one hit point from your groin. **cost:** none. **range:** self. **effect:** cumulative.

783 Creationism. The following skills are now radiations on your radiation list. These new radiations may no longer be rolled as skills. Each requires expenditure of skill points to use, but is always successful. If one of these new radiations are removed from your list of radiations, they again become skills at the same level they had at the time creationism was acquired. Beast lore, beast handling, bemuse, first aid, herb lore, horticulture, math, memory, metallurgy, navigate, physics, pioneering, streetwise, troubadour. **cost:** 2 skill points. **range:** self. **effect:** binary.

784 Cumulative radiation effect. Every time you are asked to roll on the radiation table, roll an additional number of times equal to the number of radiations on your list following cumulative radiation effect. **cost:** none. **range:** self. **effect:** binary.

785 Shuffle. You may rearrange the radiations on your list as you wish. **cost:** none. **range:** self. **effect:** temporary.

786 Setback. Count the number of radiations on your list. Choose that number of random skills, and reduce the level of each skill chosen by a D6. You cannot lower a skill that is already at 2D6 or below. **cost:** none. **range:** self. **effect:** cumulative.

787 Double the fun. Count the number of radiations on your list. Roll that many random radiations on the table. **cost:** none. **range:** self. **effect:** temporary.

788 Probable cause. Roll a D6 every time you meet a person for the first time. On a one, that person is inclined to attack you. This is always a surprise attack, and may be ended by either party as normal. **cost:** none. **range:** self. **effect:** binary.

789 Rite of humiliation. If you beat another's reason roll with your guile, you may spend 40 skill points to subtract one of their renown and add it to your renown. **cost:** 40 skill points. **range:** touch. **effect:** binary.

790 Hormonal. Gain an extra skill point every time you roll weight training or running. **cost:** none. **range:** self. **effect:** binary.

791 Ingenuity. Gain an extra skill point every time you roll jury-rig or reason. **cost:** none. **range:** self. **effect:** cumulative.

792 Stairway to heaven. From now on, add a step counter for each radiation you add to your list. If the number of step counters ever exceeds your renown, you die. **cost:** none. **range:** self.

effect: binary.

793 Ode to slaughter. You may spend two moves during each combat round to sing a rousing battle melody. If this is done, add two to all your rolls for that round. **cost:** none. **range:** self. **effect:** binary.

794 Fair warning. Before you can enter combat, your obsession comcompelsu to shout "S/he/it's coming right for us!" You cannot make offensive actions until this is shouted. If you cannot shout, you cannot make offensive actions. **cost:** none. **range:** self. **effect:** binary.

795 Trepidation. You cannot initiate combat. Subtract 10 from your initiative rolls. **cost:** none. **range:** self. **effect:** cumulative.

796 Emaciation. Each week subtract one from either strength or resiliency. **cost:** none. **range:** self. **effect:** cumulative.

797 Misdiagnosis. Choose a random radiation from your list and reroll it on the table. If a permanent is chosen, choose another. **cost:** none. **range:** self. **effect:** temporary.

798 The meaning of life. You are dead. Radiations that could normally save your life or bring you back to life will have no effect.
cost: none. **range:** self. **effect:** permanent.

799 Potent. Each time you have intercourse, you have a 75% chance of conceiving. **cost:** none. **range:** self. **effect:** binary.

800 Illustrious career. Plenty to brag about in your life. Add 2D6 to your trotroubadourill. **cost:** none. **range:** self. **effect:** cumulative.

801 Symmetry. For every radiation on your list, add another radiation to your list with the digits reversed (ie. if you have 345, add 543). **cost:** none. **range:** self. **effect:** permanent.

802 Miraculous recovery. The instant you are about to die, you may remove miraculous recovery from your list of radiations to prevent that death. If by radiation, remove the radiation that would kill you. If by damage, add resiliency and hit points such that you do not die. **cost:** none. **range:** self. **effect:** temporary.

803 Ambiguous. You can talk your way around anything without saying much of anything. Gain 2D6 to outright lie. **cost:** none. **range:** self. **effect:** cumulative.

804 Completely unpredictable. You do not have to declare your attacks before actually doing them. If you do declare them, you

must do them. **cost:** none. **range:** self. **effect:** binary.

805 Hideous apparition. You can summon a ghostly mask which covers your head and resembles a hideous, maggot-encrusted human corpse head (missing pieces of skull optional). All who see you while the hideous apparition is summoned must beat an above average (5D6) resolve roll or perform all actions at -2D6 while in your presence. The summoning lasts D6 minutes. **cost:** 14 skill points. **range:** self. **effect:** binary.

806 Acrophobia. You have a fear of heights. Whenever you are within 5 feet of a drop of 20 feet or greater, beat an average (4D6) resolve roll or be immobilized with fear. Roll once per minute to overcome this fear. **cost:** none. **range:** self. **effect:** binary.

807 Judgment day. Calculate your humanity: (5 x number of radiations) - (10 x renown). Determine your judgment by rolling percentiles. If you roll under your humanity, you die. Remove judgment day from your list after your judgment. **cost:** none. **range:** self. **effect:** temporary.

808 Blood bank. You cannot die from blood loss. Loss of blood does not remove hit points during extended periods of critical damage. **cost:** none. **range:** self. **effect:** binary.

809 Coordination. All paired weapon skills no longer have the prerequisite of single-handed weapon skill at 6D6. Instead, all paired weapon skills have the prerequisite of acrobatics at 6D6. **cost:** none. **range:** self. **effect:** binary.

810 Rite of corruption. You may spend 10 skill points to reduce the reason skill of a person you are speaking with. For every level their reason skill is reduced, you may add a D6 to your guile and outright lie skills. You may not reduce their skill to less than 2D6. The effects last of this ritefor one minute. **cost:** 10 skill points. **range:** self. **effect:** binary.

811 Total attenuation. Your body almost completely stops any radiation passing through it. Change your shielding to +75. Anyone using you as a radiation shield will receive +75 shielding from a localized radiation source. **cost:** none. **range:** self. **effect:** binary.

812 Impulse. You can generate static electricity and discharge it by touching someone. The effect is that of a successful bemuse. **cost:** 3 skill points. **range:** touch. **effect:** binary.

813 Athletic. Gain an extra skill point every time you roll acrobatics, running, or swimming. **cost:** none. **range:** self. **effect:** cumulative.

814 Might makes rite. You may at any time permanently reduce your strength by four to add any one rite from the radiation table

to your radiation list. (Choose from (006) Rite of desecration, (018) Rite of blasphemy, (068) Rite of consecration, (069) Rite of baptism, (092) Rite of deceit, (097) Rite of protection, (113) Scars of rite, (520) Rite of succession, (541) Rite of passage, (682) Rite of freedom, (704) Rite of possession, (707) Rite of aggression, (742) Rite of precedence, (744) Rite of asylum, (747) Rite of rejection, (757) Rite of therapy, (779) Rite of heredity, (789) Rite of humiliation, (810) Rite of corruption, (820) Rite of destiny, (827) Rite of blood, (835) Rite of veto, (836) Rite of good fortune, (844)
Rite of mutation, (893) Rite of persecution, (900) Rite of radiation, (919) Rite of the arcane, (933) Rite of strength, (940) Rite of renown, (952) Rite of mind, (986) Rite of the lost soul, (999) Rite of humanity.) **cost:** 4 strength. **range:** self. **effect:** binary.

815 Agony. Subtract one hit point from your head. **cost:** none. **range:** self. **effect:** cumulative.

816 Nuts. If you didn't have a pair of nuts before, you do now. If you had a pair of nuts before, now you have another set (just one sack). **cost:** none. **range:** self. **effect:** cumulative.

817 Repeat. Randomly choose a radiation from your list and add it to your list again. If you choose a binary radiation try again. **cost:** none. **range:** self. **effect:** temporary.

818 Double trouble. Roll on the radiation table again and take the radiations above and below your roll. So if you roll 415, take 414 and 416. **cost:** none. **range:** self. **effect:** temporary.

819 Neutron cross-section. Roll a D6. On a 1-3, you have a low neutron cross-section: +2D6 to shielding. On a 4-6, you have a high neutron cross-section (you absorb more neutrons): -2D6 to shielding. **cost:** none. **range:** self. **effect:** binary.

820 Rite of destiny. You may enter a meditative trance to determine direction in your life. When you do, roll 4D6. If you cannot spend that many skill points, you receive no vision. If you can, then do so, and receive a vision concerning your future from the game master. Add (245) quest to your list of radiations. **cost:** special. **range:** self. **effect:** binary.

821 Endurance augmentation. At each even level of your natural (no modifiers) weight training above 2D6 (4D6, 6D6, etc.), add a +D6 modifier to running (no modifiers to moves). At each even level of your natural (no modifiers) running above 2D6 (4D6, 6D6, etc.), add a +D6 modifier to resolve. **cost:** none. **range:** self. **effect:** binary.

822 Empty. This means there is nothing (in it). **cost:** none. **range:** self. **effect:** temporary.

823 Naught. Nothing. **cost:** none. **range:** self. **effect:** temporary.

Wiping the grit from my eyes, I peer over the top of the ledge and see there is nothing to fear. When camping in the open, it pays to dig yourself a hole to sleep in. Not too deep, just enough so that any animal or person looking from a distance wouldn't see an unmoving form laying on the open ground. I got up and pulled the blankets up behind me. Always put your thickest one below you, to keep the cold ground from sucking your body heat away in the night. The aches are still there, but not nearly as bad as those before I got the blankets. I tie the bedroll around my shovel and start walking. I should make the next village in time for breakfast.

824 Nought. Another spelling of nothing. **cost:** none. **range:** self. **effect:** temporary.

825 Nix. This means nothing, also. **cost:** none. **range:** self. **effect:** temporary.

826 Perish. You have perished, and are dead. **cost:** none. **range:** self. **effect:** binary.

827 Rite of blood. Each time you kill a person, you may add their renown to all of your rolls for D6 days. This modifier is not cumulative for additional people killed; the highest renown is the one applied. **cost:** none. **range:** self. **effect:** binary.

828 Getaway. Gain an extra skill point every time you roll escape, climbing, or hide. **cost:** none. **range:** self. **effect:** cumulative.

829 Envy. You must have everything everyone else has. If they have it, you deserve it. Those you victimize will automatically have a sense of what you have done and who you are. If you are caught, your victims will always wish to punish you mercilessly. **cost:** none. **range:** self. **effect:** permanent.

830 Charity. That which you give will come back upon you tenfold. (Well not literally.) For each 10 $tandards you give to someone less fortunate than you, gain one skill point. **cost:** none. **range:** self. **effect:** permanent.

831 Subtle. Gain an extra skill point every time you roll influence or interrogate. **cost:** none. **range:** self. **effect:** cumulative.

832 Evil feeding evil. At each even level of your natural guile (no modifiers) above 2D6 (4D6, 6D6, etc.), add a D6 to guile, and subtract a D6 from charisma. **cost:** none. **range:** self. **effect:** binary.

833 Fatality. Roll a D6 and apply one of the results based on your roll. If you go unconscious from this radiation, you are in a coma. You cannot awaken from a coma before the allotted time unless you are treated successfully with medical doctor at impossible odds. 1.) You are dead and no radiations may prevent the death or bring you back to life. 2.) You are dead. 3.) Take 4D6 damage to the torso (resiliency counts) and 4D6 stun. If you go unconscious, convert time unconscious to hours. 4.) Take 3D6 damage to the torso and 5D6 stun. Convert time unconscious to coma length in days. 5.) Take 2D6 damage to the torso and 6D6 stun. Convert time unconscious to weeks. 6.) Take 1D6 damage to the torso and 7D6 stun. Convert time unconscious to months. Example: You roll a 4, so you take 3D6 damage to the torso, which first comes off resiliency (but not armor), and you survive. Then take 5D6 stun (say 20 stun), which probably all goes over your resiliency. Roll your running against 20D6 (stun was 20), and the difference in rolls is comalength, in this case in hours. If

your running totaled 20, and 20D6 totaled 60, you would be in a coma for 40 hours. **cost:** none. **range:** self. **effect:** temporary.

834 Life insurance. If you die from any cause, you may immediately pay a premium of D6x10 skill points to negate the cause of death (if by damage, the last single blow or amount of damage; if by radiation, remove it from your list and negate its effects). Each time this is done, your premium is increased: the second time costs 2D6x10, the third 3D6x10, and so on. If the premium cannot be paid, you cannot use your life insurance. **cost:** none. **range:** self. **effect:** binary.

835 Rite of veto. Whenever you are required to roll on the radiation table, you may attempt to prevent doing so using your power of veto. First calculate your veto power: xD6, where x is your renown. Then calculate your competition: roll as if you were rolling on the radiation table, but add the digits of the dice. If your veto power is greater than this sum, you prevent the adding of a radiation to your list. If you fail, add the radiation corresponding to your "competition" roll. If you look at the "competition" radiation before deciding to attempt a veto, add that radiation to your list and remove rite of veto. **cost:** none. **range:** self. **effect:** binary.

836 Rite of good fortune. Whenever a 1 is rolled on any skill roll, you may reroll that 1 and add the roll to your total. This effect is cumulative if 1 is rolled in succession. **cost:** none. **range:** self. **effect:** binary.

837 Twisted uterus. Radiation has badly damaged your ability to carry a fetus. If you become pregnant, you will die D6 months after conception, unless a medical doctor detects it and aborts the fetus. **cost:** none. **range:** self. **effect:** binary.

838 Proliferate. Each week, roll a D6 and apply the appropriate result based on your roll: 1.) Add 10 skill points. 2.) Add 2 hit points to random locations. 3.) Add a radiation at random from this table. 4.) Add a natural ability to a random skill. 5.) Add 5 to your shielding. 6.) Roll 2 times and apply both results. **cost:** none. **range:** self. **effect:** binary.

839 Degenerate. Each week, roll a D6 and apply the appropriate result based on your roll: 1.) Subtract 10 skill points. 2.) Subtract 2 hit points to random locations. 3.) Remove a radiation at random from your list. 4.) Add a natural inability to a random skill. 5.) Subtract 5 from your shielding. 6.) Roll 2 times and apply both results. **cost:** none. **range:** self. **effect:** binary.

840 Intuitive combat. All your combat actions flow perfectly, so all combat moves each take one less move to perform (minimum one move per action). **cost:** none. **range:** self. **effect:** binary.

841 Pummeled. All your combat actions each take one move more to perform. **cost:** none. **range:** self. **effect:** binary.

842 Repayment. Subtract D6 hit points of your choice permanently for each radiation on your list. **cost:** none. **range:** self. **effect:** binary.

843 Repossession. Subtract D6 skill points for each radiation on your list. If you do not have enough skill points, you must reduce the level of a skill. The skill points gained by reducing skills in this way are halved. For example, reducing a skill from 6D6 to 5D6 to pay this cost yields only 40 skill points, not 80. **cost:** none. **range:** self. **effect:** temporary.

844 Rite of mutation. Like prehistoric animal worshiping peoples, you can take on the attributes of animals through an elaborate rite. You must first aquacquiree part of the animal which has the power you wish to gain. Then you must dance around a fire, chant at the top of a tall ledge, or act out something spiritually symbolic. After D6 hours of this, you will assimilate the animal part. Add a cross-mutation appropriate to the power gained to your list of radiations and make it binary. **cost:** none. **range:** self. **effect:** temporary.

845 Mental durability. You may add one point of resiliency to yourself or one point to the armor rating of any solid object for each 10 skill points you spend. You must concentrate for D6 minutes to achieve this effect, which will also last D6 minutes. **cost:** 10 skill points. **range:** self or touch. **effect:** binary.

846 Seedy. +D6 to streetwise and guile, -D6 to charisma and influence. **cost:** none. **range:** self. **effect:** binary.

847 Humility. +D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

848 Sentinel. +2D6 to senses and intuition. **cost:** none. **range:** self. **effect:** binary.

849 Shell shock. -2D6 to senses and acrobatics. **cost:** none. **range:** self. **effect:** binary.

850 Tribute. Subtract xD6 skill points, where ***x*** is a D6. **cost:** none. **range:** self. **effect:** temporary.

851 Treasury. Add xD6 skill points, where ***x*** is a D6. **cost:** none. **range:** self. **effect:** temporary.

852 Squalid. -D6 to charisma and influence. **cost:** none. **range:** self. **effect:** binary.

853 Hubris. +D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

854 Knowledge is power. Add a +1 modifier to strength for each skill greater than 6D6. **cost:** none. **range:** self. **effect:** binary.

855 Fruits of labor. Add a +1 modifier to either strength, resiliency, or moves for each skill greater than 6D6. **cost:** none. **range:** self. **effect:** binary.

856 Night blind. -2D6 to senses in darkness. **cost:** none. **range:** self. **effect:** binary.

857 Tongue-tied. Natural inability to troubadour. **cost:** none. **range:** self. **effect:** binary.

858 Deterioration of the mind. -D6 from a random skill each month (if this would put a skill below the 2D6 minimum, ignore the effect). **cost:** none. **range:** self. **effect:** binary.

859 Deterioration of the flesh. -D6 hit points of choice each month (if this would put a body part below a 2 hit points minimum per body part, ignore the effect). **cost:** none. **range:** self. **effect:** binary.

860 Deterioration of the spirit. -D6 skill points each week (if no skill points are available, apply a negative and subtract skill points as they are earned). **cost:** none. **range:** self. **effect:** binary.

861 Decency. +D6 to charisma, -2D6 to outright lie. **cost:** none. **range:** self. **effect:** cumulative.

862 Asinine. -2D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

863 True fear. Those who cannot control their resolve (difficult odds) in your presence will cower in fear while in combat with you; and those who are in true fear (failed against average odds) must flee from combat with you. Each combatant who cannot control their fear will automatically halve their moves and act with a -D6 to all rolls. Gain one renown for each combat you enter with more than three opponents where all your opponents flee. **cost:** none. **range:** combat. **effect:** binary.

864 The gambler. Gain an extra skill point every time you roll gamble. **cost:** none. **range:** self. **effect:** cumulative.

865 Radiation augmentation. From now on, every time you roll on the radiation table, you may add a D6 to a skill of choice. You may not apply this bonus to any skill more than twice. **cost:** none. **range:** self. **effect:** binary.

866 Simpleton. Totally lacking common sense. Intuition is reduced to 2D6. **cost:** none. **range:** self. **effect:** binary.

867 Supplemental materials. All your prerequisites are now decreased by D6 (i.e. physics now requires math at 3D6 instead of 4D6). **cost:** none. **range:** self. **effect:** binary.

The snarling beast lunges and misses me by a hair's breadth. I keep running, running like the wind even though I can't seem to get any. Wind, that is. Or distance, either. The complete lack of trees to hide in makes it easier to see my goal. A sheer cliff, jagged from being recently thrust up from the earth, looms only a hundred yards ahead. I sprint straight for it, taking full advantage of the beast's recovery to pull ahead a few yards. As we close with the wall, I can feel the beast drop back even more, anticipating the easy kill of trapped prey. I run straight up to the wall, leaping up at the last possible instant, and claw my way upward. The cliff has plentiful hand and footholds, not that I need them. I can climb like a spider on just about any surface. I scrabble up the cliff easily, not stopping to look down at the slavering beast until I'm a good fifty feet up. And then I smile at the prospect of dropping a large boulder on my next meal.

868 Argot of the underground. +2D6 to streetwise. **cost:** none. **range:** self. **effect:** binary.

869 Armorer. +D6 to armor repair and weaponsmithing. **cost:** none. **range:** self. **effect:** cumulative.

870 Call to arms. +D6 to command. **cost:** none. **range:** self. **effect:** cumulative.

871 Burly. Add 3D6 pounds to your weight. **cost:** none. **range:** self. **effect:** cumulative.

872 Buoyant. +2D6 to swimming. **cost:** none. **range:** self. **effect:** binary.

873 Bungler. Each time you encounter an intense situation, roll a D6. On any odd number, you bungle seriously: -2D6 to all rolls. On any even number, you bungle only slightly: apply a natural inability to all rolls. Modifiers apply for the duration of the intense situation. **cost:** none. **range:** self. **effect:** binary.

874 Countenance. Your expression gives away your feelings and intentions. -D6 to initiative and guile, -2D6 to outright lie, +D6 to charisma. **cost:** none. **range:** self. **effect:** binary.

875 Conduct unbecoming. +D6 to guile. **cost:** none. **range:** self. **effect:** cumulative.

876 Counterfeit. +D6 to guile and outright lie. **cost:** none. **range:** self. **effect:** cumulative.

877 Seven deadly sins. Gain all off the deadly sins. Add (996) Pride, (901) Wrath, (829) Envy, (754) Lust, (700) Gluttony, (098) Avarice, and (015) Sloth to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

878 Inadequate resources. All your prerequisites are now increased by D6 (i.e., physics now requires math at 5D6 instead of 4D6). **cost:** none. **range:** self. **effect:** binary.

879 Happiness in slavery. All your skills are frozen at the level they are currently at. Spending skill points to raise them has no effect. Radiations have normal effects on skills. From now on, you gain an extra skill point for every skill you use. **cost:** none. **range:** self. **effect:** binary.

880 Worker's compensation. Worker's compensation. Gain an extra skill point whenever you roll beast handling, construction, domestics, horticulture, mechanics, mining, smithing, and trapping/fishing. **cost:** none. **range:** self. **effect:** binary.

881 Sleight of mind. You can mentally suggest others to look away while you nab their goodies. Roll your hork against their resolve to determine success for horking from now on. +3D6 to

hork. **cost:** 7 skill points. **range:** audible. **effect:** binary.

882 Attribute tolerances. Roll a D6 to determine the lower tolerance, and 3D6 to determine the upper tolerance. If any of your attributes (strength, moves, resiliency) ever go below the lower tolerance, raise them to the lower tolerance. If any of your attributes go above the upper tolerance (including modifiers), reduce them to the upper tolerance (i.e., do not apply modifiers). **cost:** none. **range:** self. **effect:** binary.

883 Languid. You feel sluggish, slow, and weak. -3 moves, -1 strength. **cost:** none. **range:** self. **effect:** cumulative.

884 Insolent. You are insultingly contemptuous in your speech and conduct. +2D6 to intimidate, -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

885 Fetish. You are obsessed with a particular body part or piece of equipment. You will ask to see and touch the object of your fetish several times per day, and of everyone you meet. Roll a D6 each day. If you do not pursue your fetish at least that often that day, you will gain no skill points for the next two days. You must role play each instance out. **cost:** none. **range:** self. **effect:** binary.

886 Gutty. +D6 to charisma and intimidate. **cost:** none. **range:** self. **effect:** cumulative.

887 Guilty. -D6 to outright lie. **cost:** none. **range:** self. **effect:** cumulative.

888 Jinxed. Add (115) unlucky to your list of radiations, and add natural inabilities to 2D6 random skills. **cost:** none. **range:** self. **effect:** binary.

889 Pernicious. You are overbearing and prone to destructiveness and hurting others. +2D6 to intimidate, -2D6 charisma. **cost:** none. **range:** self. **effect:** binary.

890 Promiscuous. +D6 to outright lie, influence, and guile when dealing with anyone of the opposite sex. **cost:** none. **range:** self. **effect:** binary.

891 Suicidal. The pain of your life is too much to bare. Once a day roll a D6. If you roll a 1 you will attempt to kill yourself, however, many suicides are unsuccessful. Roll another D6. If you roll an even number you will fail in your attempt and gain (340) depression. **cost:** none. **range:** self. **effect:** binary.

892 Telephonic hearing. You may hear sounds, within the normal audible range for a human, for distances up to 900 feet. You must beat an average resolve roll once per day to filter out extraneous sound and keep sane. If you fail add (111) insane and (891) suicidal to your list of radiations. **cost:** none. **range:** 900

I was a doctor before it happened. I still practice, in a way, but there is little I can do for most who come to me. I would say that I've seen shit that would turn you white, but that would be an understatement. A man came to me about a year ago in the beginning stages of an illness, and by the time it was done he had been turned inside out. Literally and completely inside out. A woman's leg melted right off her body as I watched and retched. A little boy's head swelled and exploded, showering me with skull and gooey bits of brain. As bad as the sickness are the people, now. Men and women butchered for the clothes on their backs, and sometimes for the food in their bellies. It's not a world worth living in, anymore, but I do what I can to ease the pain for the dying and clean up after the dead, and hope someday someone will do the same for me.

feet. **effect:** binary.

893 Rite of persecution. You may at any time permanently reduce your renown by one to permanently remove one hit point from someone. You must touch the area of the body where the hit point is to be removed (not the heart). **cost:** 1 renown. **range:** touch. **effect:** binary.

894 Sneaky. Gain an extra skill point every time you roll stealth or hide. **cost:** none. **range:** self. **effect:** cumulative.

895 Security blanket. Everyone within 25 feet of you (including yourself) has +25 shielding while near you. **cost:** none. **range:** 25 feet. **effect:** cumulative.

896 Lesions. You develop lesions on D6 random body parts. Lesions are scabrous, pussy open sores on the skin surface, which are disgusting to look at but otherwise harmless. **cost:** none. **range:** self. **effect:** cumulative.

897 Ulcer. Your ulcer acts up during stressful situations. Whenever you enter a stressful situation, roll a D6. On a one or a six, your ulcer flares and your concentration is poor. Subtract a D6 from each roll for D6 hours. **cost:** none. **range:** self. **effect:** binary.

898 Freudian. If you are male, roll 2D6 to determine the size of your genitalia in inches. Apply the following conditions based on your roll: (2-4") Low self esteem, subtract D6 from reason and charisma. (5-7") Average. (8-10") Confidence, add D6 to charisma. (11-12") High self esteem, add D6 to reason and charisma. If you are female, roll a D6 to determine the size of your butt. Apply the following conditions based on your roll: (1 or 2=big flabby butt) Low self esteem, subtract D6 from influence and reason. (3 or 4=regular butt) Average. (5 or 6=small firm butt) Confidence, add a D6 to influence and reason. **cost:** none. **range:** self. **effect:** binary.

899 Residual effects. Whenever a radiation is to be removed from your list, roll a D6. That radiation and its effects are removed after D6 weeks, and not before. **cost:** none. **range:** self. **effect:** binary.

900 Rite of radiation. You may roll on the radiation table at any time by spending five skill points. **cost:** 5 skill points. **range:** self. **effect:** binary.

901 Wrath. You believe it is your sworn duty to destroy anyone inferior to yourself. There is a 90% chance that you will attack anyone who is obviously uglier, less intelligent, less skilled, or less fortunate than you are. Add (233) ashes to ashes to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

902 Hope. As long as you maintain hope you shall never fail. You

may double any of your rolls twice per gaming session if it will help someone beside yourself. **cost:** none. **range:** self. **effect:** permanent.

903 Static. Your radiation list is static. If you would gain any radiation that would remove a radiation from your list or allow you to do so, discard that radiation and roll on the radiation table. **cost:** none. **range:** self. **effect:** binary.

904 Relearn. Subtract a D6 from a random skill. **cost:** none. **range:** self. **effect:** binary.

905 Impotent. You cannot be sexually excited. **cost:** none. **range:** self. **effect:** binary.

906 Troublemaker. Gain an extra skill point every time you roll jimmy lock, hork, or escape. **cost:** none. **range:** self. **effect:** cumulative.

907 Underdog. By spending seven skill points, you may roll a number of dice for one skill roll equal to the number of dice rolled by your opponent. **cost:** 7 skill points. **range:** self. **effect:** binary.

908 Glass ceiling. Advancing any skill above 5D6 costs double the normal skill points. **cost:** none. **range:** self. **effect:** binary.

909 Coming of age. Reroll your age and apply the new age modifiers (for character creation, not aging modifiers). **cost:** none. **range:** self. **effect:** temporary.

910 Turn for the worse. Roll a D6 and subtract that many points from strength, resiliency, or moves, distributed as you wish. **cost:** none. **range:** self. **effect:** cumulative.

911 Fame or failure. Roll 3D6 times on the radiation table. Gain one renown for each radiation added due to fame or failure. **cost:** none. **range:** self. **effect:** permanent.

912 Rubbing off. Compare your renown to that of the next player you come in contact with. Whomever has the lower renown gains one renown. **cost:** none. **range:** self. **effect:** temporary.

913 Festering wounds. All wounds you receive require medical attention. Lose one hit point off the injured body part per hour until medical attention is received or all hit points on that body part are depleted. **cost:** none. **range:** self. **effect:** binary.

914 Popularity contest. You may force both you and one opponent to roll a number of dice each equal to his/her renown for a single skill roll (rather than the number of dice equal to skill levels). **cost:** 4 skill points. **range:** opponent. **effect:** binary.

915 Misguided. Reduce navigation, search, and reason to 2D6 and keep track of the skill points you had pumped into them. (A skill at 4D6 would be worth 30 skill points.) You must redistribute these skill points immediately to any skills other than the previous three. **cost:** none. **range:** self. **effect:** temporary.

916 Bloated. Your body is becoming filled with water, gas, fat, or something else that is causing it to bloat. Add a D6 to your weight each week and apply the modifiers to your attributes as you change weight categories on the height/weight table. **cost:** none. **range:** self. **effect:** binary.

917 Estrogen treatment. Roll a D6 to determine your natural femininity. Add all radiations from the following list which are less than or equal to your roll. For example, if you roll a 4, add radiations 1, 2, 3, and 4 from the list below. Radiations added by estrogen treatment may not be permanent, and will not be removed from your list if estrogen treatment is removed. 1) (662) PMS, (424) fit, (005) homebody, (135) green thumb. 2) (164) neat freak, (247) motherly instincts, (224) total recall, (171) grep. 3) (156) winded, (524) weak stomach, (335) befuddle, (191) pockets. 4) (129) moot, (109) dolt, (593) sympathy, (192) instill psychosis. 5) (094) made to suffer, (634) mind clutter, (132) hyperactive. 6) (908) glass ceiling, (126) resistant. If your character is male, add (152) gender switch and make it permanent. If your character is over age 40, add (618) osteoporosis. Roll a D6; on a 1-3 gain (084) anorexia; on a 4-6 gain (916) bloated. Roll a D6 to determine your fertility; on a 1 gain (799) potent; on a 2 gain (905) impotent; on a 6 gain (197) immaculate conception. Your character now takes no stun from bitch slaps, and your bitch slaps do 2D6 stun. Your bitch slaps may now be done as defensive moves, and do not need to be declared. **cost:** none. **range:** self. **effect:** permanent.

918 Amnesia. Memory is permanently 2D6. **cost:** none. **range:** self. **effect:** binary.

919 Rite of the arcane. You have access to mystical arcane powers. By expending skill points, you may temporarily gain the powers of either the (444) angelic or (666) the damned. You may use any one power from either radiation for each 10 skill points expended, in addition to those required to activate the power. Bonuses to attributes do not apply. You can also recognize either angelic or damned characters on sight, but they will notice nothing special about you. **cost:** 10 skill points. **range:** self. **effect:** binary.

920 Judicious. Your fairness and impartiality is a highly revered trait. +3D6 to reason. Whenever you pass judgment unfairly or treat another person unfairly, lose 1 renown. **cost:** none. **range:** self. **effect:** binary.

921 Myopia. Your eyesight is failing. -D6 to search and senses. **cost:** none. **range:** self. **effect:** cumulative.

922 Slovenly. Your unkempt appearance is bordering on repulsive. -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

923 Corpulent. You are fat. Add 100 pounds and adjust your attributes accordingly. **cost:** none. **range:** self. **effect:** cumulative.

924 Hypertrophy. Your muscles are thickening pathologically. Add on to strength every month, and subtract one from resiliency and moves every month. **cost:** none. **range:** self. **effect:** cumulative.

925 Fair trade. At the time you acquire fair trade, you may reduce any attribute (strength, resiliency, moves) to raise another attribute by an equal amount. **cost:** none. **range:** self. **effect:** temporary.

926 Distention. A random body part undergoes abnormal and unsightly swelling. -D6 to charisma if body part is visible to others. **cost:** none. **range:** self. **effect:** cumulative.

927 Lobotomy. Reduce all skills by D6 permanently. Memory is reduced to 2D6 permanently. **cost:** none. **range:** self. **effect:** temporary.

928 Normalize. Remove radiations of your choice from your list until your total number is equal the level of your reason. **cost:** none. **range:** self. **effect:** temporary.

929 Remuneration. Each time you add a radiation to your list, make a haggle roll. If your roll beats improbable (36) odds, gain 40 skill points; if it beats difficult (24) odds, gain 20 skill points; if it beats average (15) odds, gain 10 skill points. Only one remuneration is given per radiation added. **cost:** none. **range:** self. **effect:** binary.

930 Elevated consciousness. You may enter a meditative state to contemplate tough decisions. When you enter the trance, roll a D6. You will meditate for that many hours, and may add that number of dice to your reason roll to make the decision. If you are disturbed before the trance is over, you have not come to a decision and receive no bonus. **cost:** none. **range:** self. **effect:** binary.

931 Pustules. D6 random body parts develop oozing, pussy sores which are disgusting to look at but otherwise harmless. **cost:** none. **range:** self. **effect:** cumulative.

932 Allocation of resources. Count the number of radiations you have. Distribute that number of dice to any skills you wish. For example, if you have 4 radiations, you could add 2D6 to brawling and 2D6 to wrestling. Then count the total number of

skills at 6D6 or higher. Roll that many times on the radiation table. **cost:** none. **range:** self. **effect:** temporary.

933 Rite of strength. By focusing your strength, you can perform mighty feats and deliver killing blows. By spending 10 skill points, you may add your strength to all weight training rolls and/or add your weight training level to your strength for D6 minutes. **cost:** 10 skill points. **range:** self. **effect:** binary.

934 Idiot savant. All skills are frozen at the level they are currently at. The level of any skill is now xD6, where x is the result of a D6 roll made at the time you wish to roll a skill. You may spend 5 skill points to add a D6 to any skill roll. Other bonuses and radiations still apply to skill rolls. **cost:** 5 skill points. **range:** self. **effect:** binary.

935 Segregation. Separate your radiations into two lists by rolling a D6 for each. Even rolls go to list A, and odd rolls go to list B. Then roll a D6. If even, remove all radiations which were on list A; if odd, remove all radiations which were on list B. **cost:** none. **range:** self. **effect:** temporary.

936 Localized effects. Each time a radiation is gained that affects your body (cross-mutations, lesions, geo-molecular transmutation, etc.), roll a random body location. That radiation will only affect or occur on that random body location. **cost:** none. **range:** self. **effect:** binary.

937 Electron cross-section. Roll a D6. On a 1-3, you have a low electron cross-section: +2D6 to shielding. On a 4-6, you have a high electron cross-section (you absorb more electrons): -2D6 to shielding. **cost:** none. **range:** self. **effect:** binary.

938 Partial genetic reconstruction. Roll a D6. On a 1-2, reroll your moves. On a 3-4, reroll your resiliency. On a 5-6, reroll your height and weight. Apply any new modifiers. **cost:** none. **range:** self. **effect:** temporary.

939 Boils. Swelling and inflammation of the skin resulting from infection in a skin gland, having a hard central core, and forming pus. Randomly choose D6 body parts which develop boils, which are disgusting to look at and slightly painful, but otherwise harmless. **cost:** none. **range:** self. **effect:** cumulative.

940 Rite of renown. You may add your renown to any number of rolls per day. Each time you wish to add your renown to a roll (after the first each day), you must first spend skill points equal to your renown. Your renown may not be added to a single roll more than once. **cost:** special. **range:** self. **effect:** binary.

941 Aegis of the meek. All your skills are frozen at the level they are now at, and from now on are all considered to be at 4D6 regardless of actual level. Reduce your available skill points to zero. If you ever have between 0-100 skill points, all rolls against

odds and opponents' rolls are impossible (51) for you. If between 101-200, all are improbable (36). If between 201-300, all are difficult (24). If between 301-400, all are average (15). If 401 or greater, all are below average (9). For example, if you have 420 skill points and are haggling against Jebediah Delaney,your skill roll is 4D6 against his below average (9) odds; to shoot a tin can at 800 yards is only below average (9) odds. This applies to everything except genetic engineering rolls, which are always impossible (51). When you reach 500+ skill points you must spend them all on skills and remove Aegis of the meek from your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

942 Resolute. Your determination is unreasonably strong. It may not be correct, however. You may spend 1 skill point to automatically defeat any attempt to influence you. You may also spend 1 skill point to give yourself +1 to any resolve roll. **cost:** 1 skill point. **range:** self. **effect:** binary.

943 Hypocrite. +2 renown, -2D6 to outright lie. Each time you are caught in a lie, permanently reduce your renown by 1. **cost:** none. **range:** self. **effect:** binary.

944 Impudent. You have a cocky boldness and obvious disregard for others. -D6 to charisma. **cost:** none. **range:** self. **effect:** binary.

945 Insolence. You detest authority and disregard others feelings. +D6 to guile. **cost:** none. **range:** self. **effect:** cumulative.

946 Alcoholism. You are an alcoholic. If you do not consume at least 12 ounces of alcohol per day, -D6 to all actions until you have a drink. If you consume more than 24 ounces in an hour, -D6 to all actions for D6 hours. **cost:** none. **range:** self. **effect:** binary.

947 Incoherent. You babble so much and so quickly you are barely understandable. -D6 to charisma and guile, +D6 to bemuse. **cost:** none. **range:** self. **effect:** cumulative.

948 Cry wolf. If you win initiative, anyone else on your side in the fight subtracts 10 from their initiative. **cost:** none. **range:** self. **effect:** binary.

949 Abundance. Roll on the radiation table a number of times equal to your current number of skill points, divided by ten, rounded up. For example, if you have 8 skill points, roll once; if 26 skill points, roll 3 times. **cost:** none. **range:** self. **effect:** temporary.

950 Ill repute. Subtract your renown from all influence rolls you make. **cost:** none. **range:** self. **effect:** binary.

951 Bloodbath in paradise. Add (167) bloodlust, (503) berserk, (755) justice, and (701) fortitude to your list of radiations. **cost:**

none. **range:** self. **effect:** temporary.

952 Rite of mind. By spending 5 skill points, you can temporarily use the powers of one psionic ability from the following list: (579) telepathy, (403) telekinesis, (632) hypnotic suggestion, (679) subconscious weakness, or (629) psychic stronghold. Additional skill points may have to be spent for the psionic ability. **cost:** none. **range:** self. **effect:** binary.

953 Hot rod. Gain an extra skill point every time you roll any drive skill. **cost:** none. **range:** self. **effect:** cumulative.

954 Consarnit. You have completely lost the ability to use profane wordsny attempt to do so will result in a loss of charisma and composure as you studder to get the words out. You will remain a stuttering fool until you can regain your composure (beat an average resolve roll, once per profane word). Once you do you will simply mutter the closest, phonetic, nonsensical phrase that comes to mind. If you cannot regain composure, you will continue to stutter until you sleep. You will also loose one point of renown each time this radiation kicks in, until you have none left to lose, then you will die on the spot in a stuttering, drooling, spitting fit. **cost:** 1 skill point. **range:** self. **effect:** permanent.

955 Eviscerate. You delight in seeing the bowels of your opponents at your feet. Gain +D6 to ws blade, and +2 to all damage from slashes with bladed weapons. **cost:** none. **range:** self. **effect:** binary.

956 Amenities. You crave the creature comforts, whatever the expense. You will wine and dine wherever you travel, as much as possible. Saving money requires beating an improbable resolve roll. -2D6 to haggle. **cost:** none. **range:** self. **effect:** binary.

957 Reparation. Remove all radiations from your list, even permanents, including reparation. For each radiation removed except reparation, you may roll once on the radiation table, add one to any attribute (strength, resiliency, or moves), or gain 40 skill points. **cost:** none. **range:** self. **effect:** temporary.

958 Radiation madness. If at any time your number of radiations is greater than your renown, add (111) insane, (254) frenzy, and (431) blathered to your list of radiations and remove radiation madness. **cost:** none. **range:** self. **effect:** temporary.

959 Gleeful misery. Add the radiations (163) big head, (706) friendly, (991) dramatic, (279) ambition, and (396) lingering death to your list of radiations. **cost:** none. **range:** self. **effect:** temporary.

960 Emancipation. You are free, a new wo/man, with a new life ahead of you. Either 1) remove all radiations including permanents and gain 40 skill points for each radiation removed, or 2)

reduce all skills to 2D6 and keep track of the number of skill points invested (a skill at 4D6 is normally worth 30 skill points), and roll a number of times on the radiation table less than or equal to the total number of skill points, divided by 40, rounded down (220 skill points = 5 rolls). **cost:** none. **range:** self. **effect:** temporary.

961 Pocks. You develop pocks on D6 random body parts. Pocks are erupting pustules, which scar the skin and are disgusting to look at but otherwise harmless. -D6 to charisma. **cost:** none. **range:** self. **effect:** cumulative.

962 Apoptosis. Genetically programmed cell death. Subtract 1 hit point from a body part of your choice each week. **cost:** none. **range:** self. **effect:** binary.

963 Hernia. Running and weight lifting are reduced to 2D6 until hernia is surgically treated. Remove hernia after successful surgery. **cost:** none. **range:** self. **effect:** temporary.

964 Adjunct. Record the name of the next player you come into contact with. Each time that player raises a skill, you gain skill points equal to the level of the new skill (4 skill points for 4D6). **cost:** none. **range:** self. **effect:** cumulative.

965 Personal armament. +D6 to a fighting skill of your choice (brawling, boxing, wrestling, martial arts). **cost:** none. **range:** self.
effect: cumulative.

966 Grotesque. Add the radiations (896) lesions, (931) pustules, (939) boils, and (961) pocks to your list of radiations. The scarring from these conditions is permanent, even if the conditions are removed. -D6 to charisma, even after grotesque is removed. **cost:** none. **range:** self. **effect:** temporary.

967 Umbilicus. You have a length of umbilical cord which is growing out of your navel. It will grow about a foot per year. It is harmless, except if it is removed by surgery, radiation, or otherwise. If removed, permanently subtract 2 hit points from your torso. The umbilicus will grow back. **cost:** none. **range:** self. **effect:** binary.

968 Hemorrhoids. Roll a D6 each day. On a 1, your hemorrhoids are flaring: -2D6 to running and halve your moves for the entire day. **cost:** none. **range:** self. **effect:** binary.

969 Slippery. Your skin secretes oils which keep it very slippery. Any combat maneuver which involves grabs, holds, etc. are at -2D6 to perform. +2D6 to escape. Clothing tends to be uncomfortable; if armor heavier than leather is worn, -2 moves. Your skin also tends to be reflective due to its sheen: -D6 to hide. **cost:** none. **range:** self. **effect:** binary.

970 Kindred. Your character is a vampire. S/He no longer needs food or water only blood (2 pints per day). Your character can not come in contact with direct sunlight, but can walk around in sunlight if s/he covers all flesh. Kindred will suffer a -D6 to all rolls while in sunlight. **cost:** none. **range:** self. **effect:** binary.

971 Clean slate. Make note of your skill levels now. When you wake from sleep you will remember nothing of your life from previous experience. You will have to leave notes for yourself to benefit from any experience you gain from this point forward. Each time you wake you must read your notes or roll your memory against improbable odds in order to remember who you are and what you are capable of. If you do not leave yourself notes, forget to read your notes, or are unable to read your notes, and cannot roll memory successfuly, your skill levels will revert back to what they were at the time you got clean slate. **cost:** none. **range:** self. **effect:** binary.

972 Restraint. The number of radiations on your list cannot be greater than your renown. Remove radiations from your list until this is true. Restraint can be removed in this way, but the initial effect must still take place (reduce number until equal to renown). **cost:** none. **range:** self. **effect:** binary.

973 Carcinogenic. You can cause cancer in all living things you physically touch. It will fester in 2D6 days and persist until death. **cost:** 10 hit points. **range:** touch. **effect:** binary.

974 Mask of a thousand faces. You can mold your face like putty into any shape or texture you can think of. You are completely without hair on your head from this day forth. Your transformation will take 2D6 minutes and your face will begin to reshape to its normal appearance 2D6 hours after you have molded it. **cost:** 8 skill points. **range:** self. **effect:** binary.

975 Telescopic sight. You can see detail at one mile provided there are no obstructions in your line of sight. You must beat an average resolve roll once per day to filter out extraneous images and keep sane. If you fail add (111) insane and (891) suicidal to your list of radiations. **cost:** none. **range:** one mile. **effect:** binary.

976 Triplehelix. Your DNA has increased in density to include memory, physical and mental skills, as well as radiation traits. Any children you have will be exactly like you at birth (in radiations, skill, and memory). **cost:** none. **range:** self. **effect:** binary.

977 Bigfoot. Choose your left or right foot. Whichever you choose is now twice the size it was. Subtract 3 moves and 2D6 from acrobatics and running. **cost:** none. **range:** self. **effect:** cumulative.

978 Jack of all trades. Remove all natural abilities and inabilities. All of your skills 2D6 or below are now at 3D6 and cannot be

advanced beyond 6D6. **cost:** none. **range:** self. **effect:** binary.

979 Booze hound. You have an almost uncontrollable craving for liquor. You may control your craving by spending two skill points per day. If you see or smell alcohol you must have it. To your benefit, you cannot get drunk. To your end, you will die in D6 years when your liver konks out. **cost:** 2 skill points. **range:** self. **effect:** binary.

980 Vertigo. You are uncoordinated and have no sense of balance. Your acrobatics is permanently zero. **cost:** none. **range:** self. **effect:** binary.

981 Heebiejeebies. Little crecreepy-crawlieske you scream and run away in fear. **cost:** none. **range:** self. **effect:** binary.

982 Vibrato. You are now supersensitive to vibrations in air, water, and ground. You can sense something as small as a foot step up to 300 feet away. You must beat an average (15) resolve roll once per day to filter out extraneous vibrations and keep sane. If you fail add (111) insane and (891) suicidal to your list of radiations. Large vibrations like earthquakes and thunder will cause you to cower in pain. **cost:** none. **range:** 300 feet. **effect:** binary.

983 Total genetic reconstruction. Reroll your moves, resiliency, height, and weight, and apply any new modifiers. Count the number of radiations you currently have. Remove your current list of radiations (including permanent ones) and roll the same number of radiations. **cost:** none. **range:** self. **effect:** temporary.

984 Excess baggage. Your minimalist attitude prevents you from carrying or using anything cumbersome. Armor is nice, but unnecessary. You will discard or sell anything except food and money that you do not use within 3 days. You despise the extra weight of tents and sleeping bags when a tarp and blanket will do. You will never carry more than you need for the next few days, and will absolutely never be encumbered. **cost:** none. **range:** self. **effect:** binary.

985 Migraines. Whenever you enter or anticipate an intense situation, roll a D6. On a 1, a migraine begins to form and will take effect in D6x10 minutes. For the next D6+3 hours, all actions are performed at -2D6. **cost:** none. **range:** self. **effect:** binary.

986 Rite of the lost soul. If you are ever in contact with a person at the time of their last breath of life, you may capture their soul, permanently replacing your strength, moves, and resiliency with theirs. Note that their renown does not carry over. You must take on all attributes, or none. **cost:** none. **range:** self. **effect:** binary.

987 Radiation perturbation. Consider each radiation on your list that has a number in the description. For each number, roll a

D6. On a 1-3, you will add a D6 to that number. On a 4-6, you will subtract a D6 from that number. Adjust any skills, radiations, attributes, etc. that were affected by those radiations changed. (Examples: height, weight, skill levels, skill points, hit points, strength, resiliency, moves, renown, age, and number of radiations. Exclude the ranges and costs of radradiations. **cost:** none. **range:** self. **effect:** temporary.

988 Impostor. Remove all non-permanent radiations from your list. Gain all radiations from the next player you come into contact with. **cost:** none. **range:** self. **effect:** temporary.

989 Valuable lesson. Roll D6 times on the radiation table. Gain 20 skill points for each radiation rolled. You may choose to flip a coin when you are done rolling, if you flip to heads, double the skill points you just gained. **cost:** none. **range:** self. **effect:** temporary.

990 Darkness. If you also have (075) imprison, then add the radiations (577) blind, (257) deaf, (452) mute, and (150) quaquadruplegic your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

991 Dramatic. Gain an extra skill point every time you roll troubadour or outright lie. **cost:** none. **range:** self. **effect:** cumulative.

992 Impulsive. Add three to your initiative rolls. **cost:** none. **range:** self. **effect:** cumulative.

993 Attributable. Using your resiliency as the first digit, your strength as the second digit, and your moves as the third digit, add the radiation to your list corresponding to these digits. If an attribute is greater than 9, make the digit a 9. **cost:** none. **range:** self. **effect:** cumulative.

994 Leukemia. Subtract D6 resiliency now and another D6 every month from now on. **cost:** none. **range:** self. **effect:** binary.

995 Natural selection. Your highest attribute is unchanged and all others are reduced by two. **cost:** none. **range:** self. **effect:** binary.

996 Pride. Your prideful arrogance will be your end. You think you are better than everyone else, so you go around taunting people with your excellence. Anyone near you will be incited into a fit of rage and will want to kill you. Your attacker will have automatic initiative, and an additional two moves, resiliency, and strength while in combat with you. **cost:** none. **range:** anyone within hearing range of you. **effect:** permanent.

997 Faith. Your belief in a higher power will keep you safe. Remember to say your prayers. Add (271) spirit guide to your list of radiations. **cost:** none. **range:** self. **effect:** permanent.

998 Half value layer. You attenuate half of all radiation passing through you. Halve your shielding. **cost:** none. **range:** self. **effect:** binary.

999 Rite of humanity. You may prevent rolling on the radiation table by spending 20 skill points each time you would have had to roll. **cost:** 20 skill points. **range:** self. **effect:** binary.

A skill is your character's ability to perform a task. Some characters will be well-rounded (able to do a little of everything), while others will be very good at specialized tasks, such as a medical profession.

Skill Points

When you create a character, you will roll to determine your starting skill points. You must use them immediately to either boost the levels of your character's skills or to roll on the radiation table. Skill points you get during game play can be used to advance skills and/or use special abilities. (You may receive special abilities from the radiation table.)

There is no such thing as an experience level in this game; instead, there are skill points. Your character becomes more experienced as s/he uses his/her skills. You gain more skill points by using your skills. Each time you use a skill, successful or not, you get a skill point. This happens on-the-fly during the game, so you can use the skill point as soon as you get it.

Natural Abilities/Inabilities

You will always have skills that you excel in; likewise, there will be those that you can never seem to master. A natural ability is a skill in which you excel, and a natural inability is a skill which you cannot perform skillfully. When you roll a skill, reroll any 1's on a natural ability, and reroll any 6's on a natural inability. If you roll a 1 or a 6 on your reroll, do not roll again.

For example, if you have a skill level of 3D6 with a naturally inability for jury rig and you roll a 6, a 4, and a 1, reroll the 6. If you get a 6 again, good for you!

Learning Skills

Skills cost ten skill points each to learn (for instance, to go from 2D6 to 3D6). This is a one-time cost, meaning once you have learned a skill you won't need to learn it again. You can learn a skill at any time, provided you have met the requirements for learning the skill. Anything listed after a **P:** is a prerequisite, which means you must meet certain requirements before you can take the skill. In most cases, the prerequisite will be another skill at a level of 4D6; therefore, you will need to have the prerequisite skill at 4D6 before you can learn the new skill. If there are special requirements for a prerequisite they will be listed in the description of the skill.

First aid, for example, doesn't have any prerequisites, therefore you can learn it at anytime. Medic, however, has two prerequisites: first aid and biology. Not only do you have to learn both first aid and biology before you can learn medic, but you must also advance both skills to 4D6.

Advancing Skills

Advancing a skill means that you are moving it to a higher skill level. The higher the skill level, the better your ability to perform

The night at sea is dark. Very dark. The life of a sailor isn't that much different now. The boats are different, certainly, and the dangers are greater. But the long days spent at sea, out on the deck hauling rope and sail and cargo, is much the same as it was before. And sailing isn't really that much slower, only less certain.

Tonight the sea is calm, and the crew sleeps below. Sailors are rough, but tolerant. The captain could never have been respected on the mainland as much as he is here, not with those hooves and that fur. Sailors care only that you do your job and pull your weight and stay awake on watch. The missing ears and the blotchy skin can be ignored, the tails and wings dealt with. Don't do your share, though, and it's over the rail for you. Tolerance is one of the laws of the sea.

the skill. It doesn't mean that someone who is just learning a skill can't out-perform someone who is an expert, it simply means the person who is learning will have a more difficult time performing the skill than the expert.

After spending the initial 10 skill points to learn a skill, you may advance your skills by spending additional skill points. To advance a skill to from 3D6 to 4D6, spend 20 skill points. Then 40 more to advance to 5D6, and 80 more to advance to 6D6. Advancing skills can continue forever, doubling every time.

Using Skills

To use a skill, you must make a roll. What you will be rolling against is up to the game master (see About Dice). In some cases it may be against the odds, in others it may be against another character's skill. Whichever the case, you will roll your skill (at the proper skill level). Compare your total to that of the other player's or the odds level which the game master set.

If you are rolling a skill against another player that results in a tie, the success will go to the initiator of the skill roll. For instance, in a bartering situation both players would roll their haggle. If the roll results in a tie, the person trying to cut a deal will win the tie.

Assisting Skill Rolls

Assisting a roll is possible. If a player wants to assist another player with a skill roll, s/he can add a D6 to the roll of the player performing the skill. No more than two players can work together in this manner and each player must have at least 4D6 in the skill in order to assist one another.

Training

Simply working in a given field will give you some skill points, but not nearly as many as if you train for them. You may pay a teacher (an NPC, not a player) for training. In the event that you should be lucky enough to find someone willing to teach you, his/her services will, in rare cases, provide you with as much as 6D6 skill points per week and can cost as much as 300 $tandards per D6. In most cases, if you are training on you own, you will only recieve 3D6 skill points per week.

Teaching Skills

Although there are no rules against taking skills you are not taught, a good role player would not take a skill s/he was not taught. Therefore, the following rules are for one character teaching another character a skill.

Both the teacher and the student roll against odds or the other player that they are trying to beat. The teacher can subtract the excess of his/her roll from the odds, hence lowering the number the student has to beat.

student's odds = odds - (teacher - odds)

Specialization

Specializing in a field of interest is always a good way to make your character unique and more defined. To specialize in a skill, you must choose a specific idea that the skill you are specializing in covers. For instance, if you wanted to specialize in medic, you could take a specialization combat medic which covers only the treatment of combat wounds. Or if healing isn't your thing, you could take a specialization in semi-automatic .45 handguns. And if combat isn't your thing, you could take a specialization in pioneering for knot tying and ropes.

Now you're probably thinking, "That's all well and good, but what will specializing get me and how do I do it?" To specialize in a skill, all you need to do is make sure you have the skill at 4D6, then add a new skill to your character sheet for the specialization which starts at 2D6. Specializing in a skill has one primary benefit: your odds difficulty goes down by one level.

Let's say you took that specialization in combat medic. Let's also say you have a 4D6 in medic and a 4D6 in combat medic. The bullet wound you are trying to treat has difficult odds. That means that if you roll medic, you would have to meet or beat a 24. That's a perfect roll! However, if you try that with your specialization, you only have to beat an average difficulty (15). Do the math; which do you think is more likely?

Skills

Acrobatics. Advanced techniques in jumps, flips and rolls. Use this skill for general agility rolls. This skill may not be used to defend.

Appraise. Make an educated guess as to the value of an item. **P:** Math, Streetwise.

Armor Penetration. Skill in knowing exactly where the chinks are in every piece of armor. After your attack is successful, but before you deal damage, add your armor penetration dice to your attacking dice. In order to penetrate your opponent's armor, your attacking roll plus your armor penetration roll must beat improbable odds. Your attack must be a called shot, and armor penetration can only be used with weapons, not in hand to hand combat. A successful roll negates the rating on a piece of armor. **P:** Armor Repair.

Armor Repair. Use this skill to manufacture and repair armor of all types. The prerequisites required for armor repair depend on the type of armor you are constructing or repairing. **P:** Smithing, Construction, Chemistry.

Beast Handling. Skill in domestication and training of animals. **P:** Beast Lore.

She looked at her reflection again in the puddle and decided it would have to do. She had watched from behind a building for half a day and hadn't seen a single woman here, much less a woman with blue skin. The mud was smelly and uncomfortable and made her hair feel like a lead helmet, but nobody would recognize she was a woman if she didn't talk much. She dug her few remaining standards out and headed towards the general store. If she were caught, alone and unprotected, out here in this rough wilderness town, she couldn't even imagine what they might do to her, or what they would do when they were done with that.

Beast Lore. Knowledge of animals, their eating habits, their abilities, and their disposition.

Beast Ride. Ride and otherwise control a trained animal.

Bemuse. Talk someone into a stupor. Basically, stun them by saying something completely ridiculous. This action will cost you five moves regardless of whether it works. The victim will roll their reason to fend you off. If they are not successful they will take 2D6 stun. **P:** Reason.

Biology. A basic understanding of organ and tissue systems.

Boxing. Use your body as a weapon. This skill will give you fast and high-powered punches. This skill counts for defending. Add one to resiliency at 4D6. Add one move at 6D6. **P:** Brawling.

Brawling. Low-down, dirty street fighting. This skill will give you some basic attacks. May not be used to defend.

Broadcasting. Knowledge of waves and how they are used to transmit information through the air and cable. Includes knowledge of electronic encryption and decryption coding. Use this skill to broadcast secured and unsecured audio and video and to intercept such messages. **P:** Electronics.

Business. An advanced skill in economics. Use this skill to forecast market conditions; analyze markets, buyers, and sellers; and develop business strategies. **P:** Haggle, Reason.

Charisma. The personality traits which make a person attractive, popular, and a good leader. Charisma, also tends to make you more believable and charming. Use to establish friendly relations, to calm others, to seduce, and to persuade others over small matters.

Chemistry. A basic understanding of the elements, molecular bonds, and chemical reactions. **P:** Math.

Climbing. Skill in scaling various surfaces. If you can't climb it free-hand, rolling this skill will tell you what equipment you will need.

Command. Skill in organizing people to perform tasks and in giving orders in battle; involves the judicious use of coercion and force of will. To refuse a command, roll your reason. To redirect a command someone else has given, roll your command; your roll must beat the original. Someone in a military position is not likely to resist a command given by a superior. **P:** Charisma or Guile, Intimidate.

Computer Operation. A basic understanding of how to use a computer as a tool.

Skills

Computer Programming. Make a computer do what you want it to do, exactly how you want it to do it. **P:** Computer Operation, Math.

Construction. Manufacture and repair of structures made of wood and/or stone. **P:** Physics.

Cybernetic Engineering. Design of cybernetic implants. Use robotics to build the implant and medical doctor to install it. **P:** Robotics Engineering, Medical Doctor.

Demolitions. Rig and diffuse explosives. **P:** Electronics, Chemistry.

Domestics. General housekeeping skills (that you may find useful in finding a job) like cooking and cleaning.

Drive Automobile. Skill in piloting an average four-wheeled ground vehicle.

Drive Boat. Skill in piloting any simple watercraft.

Drive Cart. Skill in piloting a beast-powered vehicle.

Drive Heavy Machine. Skill in piloting wheeled APC's, semis and tractors.

Drive Non-Motorized. Skill in piloting non-motorized craft such as bicycles, skate boards, skis, and in-line skates.

Drive Plane. Skill in piloting a propeller-driven, winged air vehicle. **P:** Sensors.

Drive Railed. Skill in piloting a railed vehicle such as a train or a monorail.

Drive Recreational. Skill in piloting motorcycles, snowmobiles, jet skis, four-wheelers, and other recreational vehicles.

Drive Sailcar. Skill in piloting a wind-driven vehicle.

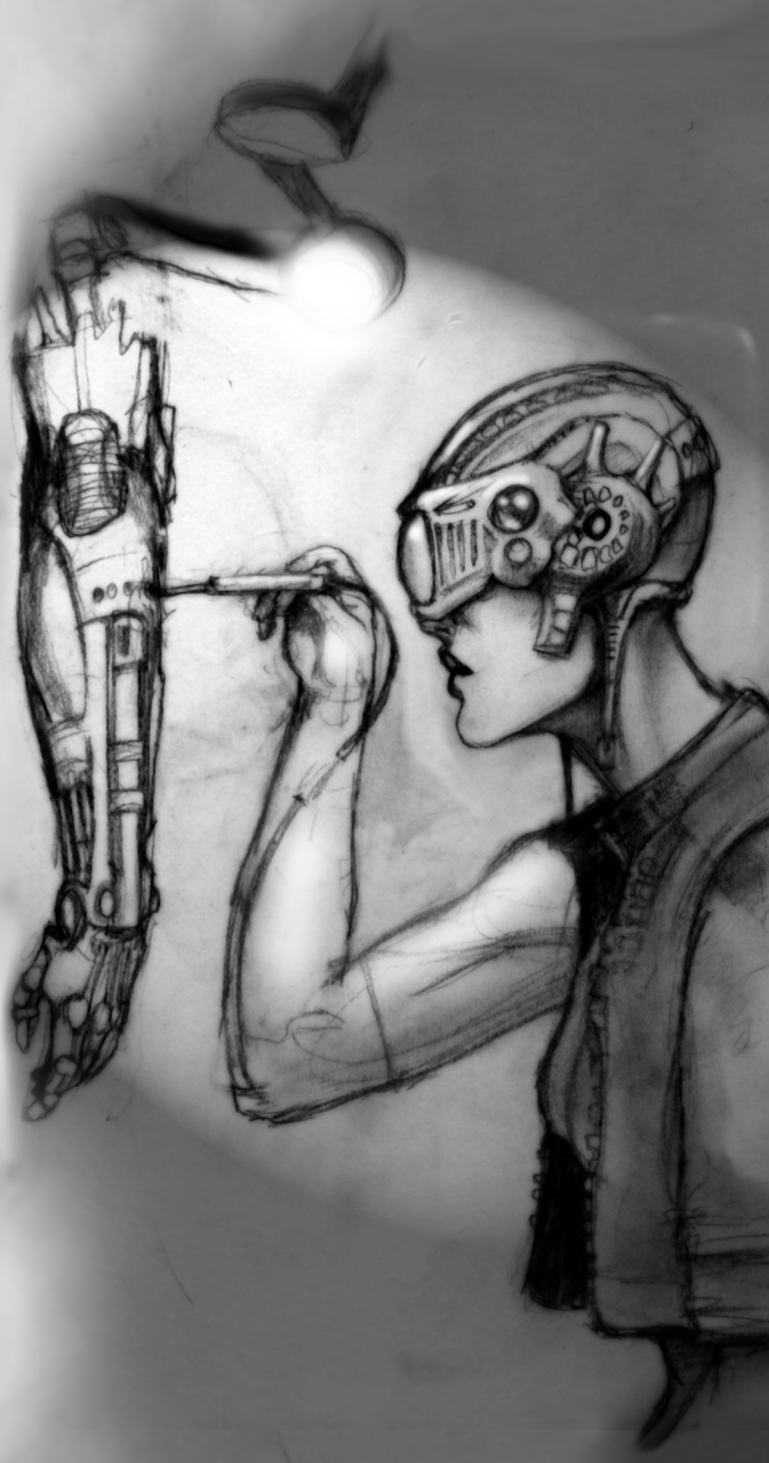
Drive Tracked. Skill in piloting a tracked vehicle such as a bulldozer, tank, or APC.

Drive Vessel. Skill in piloting a technologically advanced watercraft such as an ocean-liner. **P:** Sensors, Navigation.

Electronics. Repair and manufacture of electronic devices. **P:** Physics.

Electronics Engineering. Design of electronic devices including computer circuitry. **P:** Electronics.

Escape. The art of slipping your hands out of ropes, handcuffs,



etc. This does not include picking locks.

First Aid. Can repair up to one hit point immediately. This skill can only be rolled once per wound. This action uses eight moves during battle.

Forensics. The scientific aspects of investigation. Determine projectile trajectories based on entry and exit points, lift fingerprints, match DNA strands and blood types, and match projectiles to weapons. **P:** Physics, Chemistry, Biology.

Forgery. The creation of fake documents and other items.

Gamble. Calculate risks and make educated guesses based on your calculations. Put up a poker face and see if anyone will call your bluff. Your opponent must beat your gamble with theirs to call your bluff. Gambling is a good way to make a lot of money or to lose your shirt. Add guile to your gamble if you would like to cheat. If another player's gamble plus their intuition beats your gamble plus guile, you will be caught cheating. However, reason is not counted toward the gamble success and guile is. **P:** Appraise.

Genetic Engineering. Design of DNA through exposure to radiation. All rolls will be made against impossible odds (51). A successful roll means that the desired effect is achieved; in the unfortunate event of a failure, the victim will roll on the radiation table. **P:** Medical Doctor.

Guile. The personality traits which make a person cunning, deceitful, tricky, treacherous, and devious. Use to hatch plots, plant suggestions, start rumors, blackmail, coerce accomplices, and conceal your actions under a guise of innocence.

Haggle. Skill in negotiating a trade of goods. Roll your haggle against another player's haggle to negotiate a trade. Whoever wins gets the better end of the deal. A single trade may consist of many haggle rolls. **P:** Appraise.

Herb Lore. Knowledge of plants and fungi and their unique properties.

Hide. Skill in finding a location to hide and the ability to conceal yourself and objects from detection. To find someone or something that is hidden, roll search. **P:** Senses.

Hork. Sleight-of-hand among thieves. Some call it five-finger-discount. You can steal something while someone is looking at it, and s/he won't see you (if you are good). Note that hork will allow you to snatch an item from view, but you had better have a good hide skill to get it out of the area. **P:** Guile, Streetwise.

Horticulture. Skill in making plants grow for the purpose of harvesting. **P:** Herb Lore.

My head was reeling, but I shook it clear and closed with the thug again. Knowing he would be nursing sore knuckles after that shot to my chin, I anticipated his kick and kicked him in the thigh as he raised his leg. Off-balanced, he stumbled into my left hook, which knocked him back into my right elbow. Always strike with the elbows and knees if possible. Saves a lot of skin on your knuckles. Too bad this guy didn't think about that. A couple of blows later and he was running away, back down the dark alley from which he came. But not before I horked the pouch hanging from his belt. Let's see what's in here…

Skills

Influence. Skill in the advanced arts of persuation, logic, debate, rhetoric, and seduction. Roll your influence against a victim's reason to persuade them, to weaken their resolve, or to sway an audience toward your views. Persuations won with influence may include absolute loyalty to a person or cause, fighting to the death, surrender, selling a priceless item for a modest cost, or parting with normal goods for free. Use reason to resist influence. **P:** Reason, Troubadour.

Interrogate. The use of a trained eye to watch body language to catch people in lies, and to to gain more information from what a person doesn't say, than from what s/he does say. The best interrogators are also good liars. Add your outright lie to your interrogate roll to defeat someone's outright lie. **P:** Outright Lie.

Intimidate. The use of brute force of personality and/or physical appearance. Use to scare information out of someone or to cause another desired effect. Use resolve to resist intimidation. **P:** Resolve.

Intuition. Your ability to generally make sense of the world around you, to understand nonverbal communication and foreign languages, to sense the danger level of a situation, and to read the apparent intent of others. **P:** Senses.

Investigate. Find clues that lead to facts and evidence. Look at the evidence and determine a logical conclusion. May be used to get hints from the game master. **P:** Search, Reason.

Jimmy Lock. Skill in picking and otherwise manipulating locks.

Jury-Rig. In a bind and need to make a temporary quick fix? Maybe you can jury-rig it. Use jury-rig in conjunction with another skill when you know what you are doing, but don't have the tools and materials to pull it off.

Martial Arts. Use your body as a weapon. This skill will give you high-powered kicks and fast punches. Use this skill to defend. Add one move at 6D6. **P:** Brawling.

Math. Basic skills in problem solving.

Mechanical Engineering. Design of mechanical devices, including tools. **P:** Mechanics.

Mechanics. Repair and manufacture of mechanical devices. **P:** Physics.

Medic. Repair one hit point per day until all wounds are healed. This action takes time, and so cannot be used during battle. Make your roll; if successful the healing process will begin; if not successful, the patient will need a doctor's expertise. **P:** Biology, First Aid.

Medical Doctor. Repair two hit points per day until completely healed. Can perform surgery, extract toxins, and add cybernetics to humans. This skill may only be used on a single patient once per day. A failed roll means that the patient will not begin to heal properly and will start losing one hit point per day because of infection. Another medical doctor roll will diagnose the infection. Hope that the infection is caught early. **P:** Medic.

Memory. Your character's ability to remember something that you have forgotten. On a successful roll, the game master will fill you in. Memory can also be used to remember things that your character might know, but you would not; ie: something that happened to or around the character before gameplay.

Metallurgy. Knowledge of metals, their properties, and their uses.

Mining. Find and unearth natural resources. **P:** Metallurgy.

Navigate. Skillfully determine direction, distance, and estimated time of arrival on land or water. The use of maps and/or compasses will lower your difficulty roll for this skill.

Outright Lie. Twisting of truth and incorporation of actual events and persons to create a believeable story, on the fly. Anyone defending against outright lie will roll reason or interrogate. See interrogate for special rules. **P:** Guile, Reason, Streetwise.

Pharmacology. Prepare drugs and toxins. **P:** Chemistry, Biology, Herb Lore.

Physics. A basic understanding of torque, friction, pressure, waves, and electricity. **P:** Math.

Pioneering. Use what you have in your wilderness surroundings to build shelter, weapons, tools, etc. You may also roll this skill for general use of ropes (knot-tying) and other survival gear.

Reason. Your ability to determine fact from fiction; to prevent yourself from being misled or tricked; and to make logical, rational decisions. **P:** Intuition.

Resolve. Your ability to survive and deal with mental and physical duress and fatigue. This skill should also be used in circumstances where will is a factor. **P:** Reason, Running.

Robotics. Repair and manufacture of robots and robotic components. **P:** Mechanics, Electronics Engineering, Computer Programming.

Robotic Engineering. Design of robots and robotic components. **P:** Robotics.

Running. Training in speed and endurance. Add one move per even skill level (4D6, 6D6, etc.). Roll this skill to test stamina.

Search. Systematically look for important information and items. **P:** Senses.

Senses. Your ability to make use of your five senses (smell, touch, taste, hear, and see).

Sensors. Read and operate sensory equipment.

Smithing. The manufacture, repair, and maintenance of solid metal weapons and tools. This skill includes drop-forging and MIG, TIG, laser, spot, arc, and gas welding. **P:** Metallurgy, Weapon Skill (depends on the type of weapon that you are smithing).

Spot Trap. Skill in determining the most likely location of an ambush. May be used to set an ambush. **P:** Search.

Stealth. Move quietly and gracefully to avoid being detected.

Streetwise. A knowledge of current events, laws, important people, and places in any given region. Most often culled from gossip and other loose talk. The ability to extract specific information about events or items from the local community without raising suspicion. The ability to guage the attitude of a group or a region accurately, and to determine what actions may be necessary to persuade, lie, or gamble effectively given those attitudes. **P:** Intuition.

Swimming. Move fluidly and stay afloat in water.

Tracking. Follow prey by footprints and other markings left behind.

Trapping/Fishing. Rig and set traps for catching game. Knowledge of hooks, jigs, lines, and bait.

Troubadour. The art of entertainment. The ability to tell a believable tale, with modest exaggeration, based on the attitude of your audience. This may be used to entertain as a profession, to hold an audience as a distraction, and to spread stories of your exploits in an effort to gain renown. **P:** Charisma or Guile, Streetwise.

Vehicle Gunnery. Operate weapon systems on modern air and land vehicles. **P:** Sensors.

Weapon Smithing. The repair, manufacture, and maintenance of guns and ammunition. **P:** Smithing, Chemistry (for gunpowder manufacture), Weapon Skill (depends on the type of weapon that you are weapon smithing).

Weight Training. Advanced training in strength. Use this skill for basic strength rolls. Add one to strength per even skill level (4D6, 6D6, etc.). Use this skill to control how much force you exert where strength is required. It can be used to control the amount of damage you do in combat and / or so you don't break fragile objects while using them.

Wrestling. Advanced techniques in leverage and grappling to deliver crushing and stunning blows to your opponents. This skill may not be used to defend. Add one to strength at 6D6.

WS Ballista. Use hand-held rocket launchers, bazookas, and grenade launchers.

WS Blade. Use swords, axes and knives.

WS Handgun. Use handguns.

WS Melee. Use and maintain most hand held weapons, such as flails, staves, hammers, and all blunt weapons. This skill may be used to defend.

WS Missile. Use bows, crossbows, slings, and other hand-launched weapons.

WS Paired. Use two weapons, of the same type, in conjunction with each other. This will halve the number of moves it takes to use the weapon. You cannot pair two-handed weapons such as rifles or battle axes. To pair a weapon, you must first have that weapon skill at 6D6 and you must learn a new paired skill for each kind of weapon you want to pair. Even though your weapon skill will be 6D6, your paired skill will start at 2D6, and you may advance it like any other skill.

WS Rifle. Use rifles and shotguns.

WS Shield. Use a shield in conjunction with another weapon during combat. Use this skill to defend. The use of this skill will increase the attacker's difficulty to hit you by one level. In addition, ws shield will enable you to better use items in your surroundings like doors, other people, etc. to defend yourself.

WS Thrown. Use grenades, throwing knives, and spears. Thrown weapons have a range equal to your ws thrown skill. Therefore, to determine how far you are able to throw something, roll ws thrown.

Equipment comes in a large variety of shapes, styles, and sizes; too large to make a complete list. The following pages should help you get on the right track. The prices listed are just base figures; actual street costs will probably be much higher and are very dependent on availability in the area.

The following codes are used to determine availability:

common. May be found 90% of the time, almost anywhere.

uncommon. May be found 60% of the time, usually in a town or city.

rare. May be found 30% of the time, usually in a city.

military. May only be found at military or trade depots, and then only 50% of the time.

specialty. May only be found in a location that has a craftsman or producer of a specific nature, and then only 50% of the time.

rare-mil. May only be found at military installations or trade depots, and then only 10% of the time.

rare-spec. May only be found in a location that has a craftsman or producer of a specific nature, and then only 10% of the time.

Capital Property

beast of burden. A standard beast of burden such as an oxen, mule, or a horse. Keep in mind that you must feed and water your beasts of burden, so there will be additional costs. **cost:** 800. **availability:** common.

cart. A standard cart to be pulled by a horse, oxen, mule, or slave. A larger cart meant for a team of horses costs 2-3 times more. Covered wagons cost extra. **cost:** 200. **availability:** common.

farm. A small farm with land capable of growing plants with a very helping hand. The good farmland is almost always taken, but your game master may make an exception for you, though it will be pricey. **cost:** 75,000. **availability:** rare.

house. An average abandoned house. In an area populated by many humans, housing may be difficult to come by and can be very expensive. You may end up paying as much as 50,000 for a dwelling in one of those areas. In unpopulated regions, you may be able to get a house for free. **cost:** depends on area. **availability:** depends on area.

livestock. Livestock come in all shapes and sizes. You may buy dogs, cats, cows, chickens, turkeys, sheep, large cats, deer, bear, or many other types of animals, depending on the area of the world you are in. These animals will range in price from

The life of a slave is a hard one. Former businessmen, mothers, politicians, and soldiers all suffer alongside me in captivity. Once I was respected, once I had knowledge that others sought. Now my library is dust, and my body is twisted and monstrous. My future holds only agony, both physical and mental, forever serving the humans who yet remain human. For we are the less than human; less than animals, in the eyes of our masters. We are the remnants of a world gone mad, remnants to be cast aside or put to work or disposed of, but not to be respected. Never again, that.

How I hate the monsters. They gawk and drool, stare in seething hatred, or drudge all day in a daze of despair. They should all be put out of their misery, be put out of* my *misery. They no longer can be civilized, can no longer do the things required in our new society. That much is obvious to anyone with the slightest shred of humanity. Even as slaves, the monsters are an atrocity which has no place in this world. A monster cannot be human; a monster cannot be respected; a monster cannot be tolerated.

50 to 1000 standards. **cost:** 50 to 1000. **availability:** depends on area.

moxen. A genetically engineered oxen/mule cross. You can only get them if you can locate Insil Banes who creates them. A moxen can outperform about three regular beasts of burden. **cost:** 2,750. **availability:** rare-spec.

sailboat. A sailing vessel large enough for 2-6 people, in working condition with all accessories. **cost:** 600. **availability:** rare.

sailcar. A standard working sailcar. Driver not included. (A sailcar is a wind-powered vehicle that is common to deadEarth, because its power source is in abundance.) **cost:** 400. **availability:** uncommon.

slave. Many markets around the globe allow for slave trading. Slave trading is not officially condoned by either the Power or the Raiders, though a few of the Power camps do use slave labor. Keep in mind that you must feed and water your slaves, so there will be additional costs. **cost:** 1,350. **availability:** uncommon.

trade depot. If you're the sales person I think you are, and I know you are, then you're going to want your own trade depot. Unfortunately for you, the buying of an established trade depot is incredibly expensive. The price can also vary greatly depending on area. **cost:** 2,300,000. **availability:** rare-mil.

truck. A standard working truck or other vehicle. It will run, but who knows for how long. **cost:** 1,900. **availability:** rare.

Consumables

acetylene canister. A small canister which holds enough acetylene gas to burn a torch for an hour. **weight:** 5. **cost:** 200. **availability:** rare-spec.

animal feed. One ration (one pound) of oats, hay, dog food, or other animal feed. Beasts of burden and livestock eat 3 rations (3 pounds) per day each. **weight:** 1. **cost:** 1. **availability:** common.

battery. A standard cell in any size ranging from AAA to nine volt. **weight:** .25. **cost:** 19. **availability:** rare.

candle. A small candle which will provide the illuminating power of one candle (who would have figured) for one hour. **weight:** .25. **cost:** 4. **availability:** uncommon.

car battery. A standard 12 or 24 volt automotive battery. Can be used to run small electrical equipment or to turn a starter motor on a vehicle. **weight:** 15. **cost:** 430. **availability:** rare.

gasoline. One gallon of 80 octane gasoline. It is crude, but it will fuel an internal combustion engine. **weight:** 7. **cost:** 93. **availability:** rare.

kerosene. One pint of kerosene for lamps; will burn for 50 hours. **weight:** 1. **cost:** 20. **availability:** rare.

lighter. An ordinary cheapo butane flint lighter. Good for 100 lights. **weight:** negligible. **cost:** 42. **availability:** uncommon.

matches. An ordinary matchbook. These matches are not waterproof and are good for 19 lights. **weight:** negligible. **cost:** 17. **availability:** uncommon.

oil. A quart of oil or other lubricant like grease, which would be used to lubricate an engine or other machinery. **weight:** 2. **cost:** 46. **availability:** uncommon.

pencil and paper. A pencil or pen and a notepad. **weight:** 1. **cost:** 5. **availability:** uncommon.

personal hygeine stuff. Soaps, toothpaste, and other goods to keep yourself clean and free of infection. **weight:** 1. **cost:** 11. **availability:** uncommon.

propane canister. A small canister which holds enough propane gas to burn a small heater or a gas stove for an hour. **weight:** 5. **cost:** 170. **availability:** rare-spec.

ration. Enough dried food and water for one person for one day. **weight:** 1. **cost:** 3. **availability:** common.

stimp pak. A small medkit including enough bandages, iodine, alchohol, antiseptic, cotton, thread, and tape to be applied to five wounds. **weight:** 2. **cost:** 50. **availability:** uncommon.

water. One pint of fresh drinking water, usually gathered rainwater. **weight:** 1. **cost:** 2. **availability:** common.

Kits

camping gear. A small collection of camping gear including a two-man tent, sleeping bag, lighter, flashlight, 25 feet of rope, knife, and a compass. **weight:** 25. **cost:** 385. **availability:** rare.

climbing gear. A complete set of climbing gear including 500 feet of rope, spikes, cleats, climbing harness, chalk, grapling hook, and a hiking pack. **weight:** 25. **cost:** 190. **availability:** rare.

construction tools. A complete set of construction tools including measuring tape, hammer, sandpaper, plane, saws, level, tool belt, chisels, screwdrivers, pencils, chalk line, utility knife, trowel, duct tape, and various other related tools. **weight:** 50. **cost:** 290. **availability:** uncommon.

electrical and electronic toolkit. A complete set of electronic and electrical tools including soldering iron, flux, solder, utility

I slapped Jimbo across the snout and he backed away from my meal reluctantly, drool dripping from his jowls. Most people say it's a waste of time and food to keep a dog. I find the companionship is worthwhile, despite the fact that he eats enough for two of me and is still skinny as a rail. In addition, Jimbo has a knack for scenting dangers on the road. He warns me of creatures and bandits in hiding with a low growl. He's not worth much in a fight, but the point is that I haven't been in a fight since I found Jimbo. The other reason for keeping him around, of course, is that he's a walking meal.

The market is packed today, the stifling heat and rising dust not affecting the yelling hagglers in the least. Tents and tarps, lean-tos and shanties make uneven rows across the broad space. The spaces between are flooded with a sea of dirty people, as many as I've ever seen. People with the look of clothes and features of exotic nations, people with horns and antlers, scales and feathers, people with tails and hooves and fins.

I make my way through the throng to a rotund woman selling unlabeled canned food under the welcoming dark of a tarp. She yells her price out over the din, and we engage in a shouting match which ends with three cans in my bag and ten standards in her meaty fist. Standing on my tiptoes in the middle of a pack of fur-covered flea-ridden locals, I search out for someone dealing in the one thing I really desire.

I spot a man in the entrance of a tent in the next row. A thin trail of smoke rises from a cigarette dangling from the corner of his mouth as he shoves a beggar away from the tent. The contents of that tent aside, this man has the look of someone who can get what I need. Shoving my way through scratchy burlap garments, I approach him hunched to avoid attracting attention. He glares at my approach, and glares as I tell him what I need. Then he motions inside the tent, and follows me inside, where I see what it is I've been searching for all these years.

knife, magnifying glass, electrical tape, forecepts, wire cutter/stripper, needle nose pliers, multimeter, and wire nuts. **weight:** 10. **cost:** 270. **availability:** specialty.

lab equipment. A nice set of lab equipment including test tubes, litmus paper, bunson burner, alchohol, cotton swabs, microscope, glass tubing, beakers, corks, a vile of phenolphthalein (a powdered chemical used as in indicator in acid/base titrations), petrie dishes, a blance and metric masses, and rubber gloves. **weight:** 20. **cost:** 900. **availability:** rare-spec.

lock picks. A complete set of lock picks. **weight:** 1. **cost:** 30. **availability:** military.

mechanical tools. A complete set of mechanical tools including wrenches, hammers, screwdrivers, micrometer, rulers, file, sockets, clamps, vicegrips, and pliers. **weight:** 35. **cost:** 250. **availability:** uncommon.

medical toolkit. A complete set of medical tools including scalpels, clamps, syringe, stethoscope, rubber strap, needles, scissors, bone saw, and sponges. **weight:** 10. **cost:** 320. **availability:** specialty.

metalworking tools. A complete set of metalworking tools including hammers, wire brush, anvil, files, pliers, forging clay, chisels, hacksaw, brazing rods, and small acetylene torch head. **weight:** 120. **cost:** 720. **availability:** specialty.

mining tools. A complete set of mining tools including shovels, pickaxe, maul, sledge hammer, small wheelbarrow, and a sifter. **weight:** 100. **cost:** 225. **availability:** uncommon.

Miscellaneous

backpack. A standard-sized backpack which can carry 20 pounds. Add five to your maximum carrying weight while using a backpack. **weight:** -5. **cost:** 25. **availability:** common.

binoculars. A set of binoculars. Reduces senses and search roll difficulty for long range by 2D6. **weight:** 2. **cost:** 120. **availability:** military.

blanket. An ordinary blanket to snuggle up with on those cold nights. **weight:** 1. **cost:** 12. **availability:** common.

chain. Ten feet of link chain that supports 2D6 x 100 pounds. Welded links cost 20% more and support twice as much. **weight:** 3. **cost:** 20. **availability:** uncommon.

clothing. A set of ordinary clothing including shoes, belt, shirt, socks, and pants. **weight:** 5. **cost:** 16. **availability:** common.

compass. An ordinary compass that usually points north. **weight:** negligible. **cost:** 115. **availability:** rare.

fatigues. A military-style uniform including a t-shirt, heavy shirt, pants, boots, and a belt. Comes in many colors including black, green, grey, white, woodland, desert, jungle, and plains. **weight:** 6. **cost:** 28. **availability:** uncommon.

flashlight. A metal-cased flashlight, without batteries. Will last (6 + D6) hours on two D cells. **weight:** 1. **cost:** 10. **availability:** common.

grappling hook. A three-pronged metal hook, stress tested to 500 lbs. **weight:** 5. **cost:** 30. **availability:** uncommon.

guillie suit. A uniform made of burlap and grass which is used to aid in hiding undetected. The wearer will receive a +2D6 modifier to hide and stealth while laying flat on terrain that matches the construction of the suit. **weight:** 6. **cost:** 86. **availability:** military.

hiking pack. A standard mountain-climbing backpack which can hold 35 pounds. Add 10 to your maximum carrying weight while using a hiking pack. **weight:** -10. **cost:** 42. **availability:** uncommon.

lantern. A kerosene lantern that will light an area with a 20-foot radius. **weight:** 2. **cost:** 15. **availability:** uncommon.

laser sight. A battery-powered laser targeting system which will mount on any standard projectile weapon. +D6 to hit in range targets. **weight:** 2. **cost:** 4200. **availability:** rare.

maps. A world atlas, road atlas, or local or regional map, topological or political. Maps decrease the difficulty of navigation rolls. Pre-deadEarth maps go for the standard amount. Maps done after the holocaust are considered rare-spec, costing at least 10 times more than normal. Accurate inclusion of natural resources, population centers, topology, etc. could bring 100 times the normal price from the right buyer. **weight:** negligible. **cost:** 100. **availability:** rare.

military pack. A standard military backpack which can hold 50 pounds. Add 15 to your maximum carrying weight while using a military pack. **weight:** -15. **cost:** 56. **availability:** rare.

rope. Twenty-five feet of 500-pound test rope. **weight:** 1. **cost:** 7. **availability:** common.

saddle. A saddle, tack, and harness for a riding beast. Saddlebags not included. **weight:** 15. **cost:** 100. **availability:** uncommon.

scope. A standard optical rifle scope. +D6 to hit on a called shot. Lowers out of range difficulty by a D6 for regular shots. **weight:** 1. **cost:** 370. **availability:** rare.

sleeping bag / bedroll. A regular nylon-covered six-foot-long sleeping bag or bedroll. **weight:** 3. **cost:** 75. **availability:** uncommon.

tape. A roll of tape of your choice from duct, electrical, medical, and masking. **weight:** 1. **cost:** 10. **availability:** uncommon.

tarp. A plastic tarp for shelter, groundcloth, etc. About 10 feet square, in blue or brown. **weight:** 1. **cost:** 40. **availability:** uncommon.

tent. A standard nylon two-man tent (which really only has room for one person and some gear). **weight:** 4. **cost:** 160. **availability:** uncommon.

watch. An ordinary $3.00 cheapo wrist-watch. **weight:** negligible. **cost:** 20. **availability:** uncommon.

yoke. A yoke and harness for a beast of burden to pull a cart, plow, or other load. **weight:** 35. **cost:** 100. **availability:** uncommon.

Tools

acetylene torch. A small torch that operates on acetyline canisters. Causes cumulative D6 damage per round up to 4D6 damage. After four rounds, the damage remains at 4D6. (Requires an acetylene canister.) **weight:** 1. **cost:** 60. **availability:** rare-spec.

chainsaw. A gasoline-powered chainsaw. Capable of 2D6 damage per second of contact. Will run for an hour on one gallon of gasoline. **weight:** 25. **cost:** 400. **availability:** rare.

hand tool. Standard hammers, wrenches, pliers, etc. **weight:** 1 to 2. **cost:** 9 to 15. **availability:** common.

knife. A multipurpose utility knife. **weight:** 1. **cost:** 12. **availability:** common.

large tools. Standard axes, shovels, rakes, sledge hammers, etc. **weight:** 15 to 25. **cost:** 5-20. **availability:** common.

magnifying glass. A normal, three-inch, hand-held magnifying glass. Magnifies objects up to three times their normal size. **weight:** 1. **cost:** 50. **availability:** rare.

measuring tape. A 25-foot metal measuring tape. **weight:** 1. **cost:** 45. **availability:** rare.

multimeter. An electrical measurement tool that can read ohms, volts, and amps. (Requires two AA batteries.) **weight:** 1. **cost:** 60. **availability:** rare.

multitool. A small tool slightly larger than a pocket knife which

includes knives, pliers, a file, screw drivers, and various other parts. **weight:** 1. **cost:** 55. **availability:** rare.

Services

beverage. A beverage of your choice at any local pub. **cost:** 2. **availability:** common.

library fees. Entrance fees for personal or public libraries where the books are not to be removed from the building. Follow the availability guidelines of trade books to determine what is available. **cost:** 35 to 60 per day. **availability:** rare.

manual labor. Lifting, carrying, and similar mindless duties. **cost:** 5 per day. **availability:** common.

meal. A real cooked meal from fresh food at any local eating establishment. **cost:** 5. **availability:** common.

room. A room in a local boarding facility for one day and night; usually includes a meal. **cost:** 38. **availability:** common.

special training. See the deadEarth Game Masters Handbook on the deadEarth web site. **cost:** varies depending on skill level trained to. **availability:** uncommon to rare-spec or rare-mil.

storage fees. Fees for storage of items in a safe deposit box, garage, or under other protection. **cost:** lockbox (1'x1'x2'), 25 per week; locker (2'x6'x2'), 65 per week; garage (6'x6'x15'), 140 per week. **availability:** uncommon.

trade labor. Minimum cost of hiring a person to perform a skill or provide information as the result of a skill. Does not include any equipment costs, raw materials, or cost of finished products. **cost:** 20 to 1000, depending on difficulty. **availability:** uncommon to rare-spec, depending on difficulty.

transportation. Costs of private transportation inside a town or city and the surrounding farms or communities. Usually on carts or animals. **cost:** 60 per trip or 100 per day. **availability:** common.

Weapons

Weapons will be a large part of your equipment. There are two main types of weapons and a few specialty weapons. Let's start with the two main types: projectile and hand to hand.

Projectile Weapons

Projectile weapons are very expensive when compared to hand to hand weapons; the initial cost of the weapon is much more, and then, of course you must buy projectiles. Table E1 shows the types of projectile weapons and their statistics. Remember that street costs will probably be much higher than they are here.

You really should know about your weapon before you begin

Note (Table E1):
1) Damage and stun given are for slugs. For buckshot the damage is reduced to 2D6 and stun is increased to 4D6.

2) Damage and stun depend on the type of toxin used on the dart.

3) Napalm from a flame thrower will continue to burn for D6 rounds after the initial hit for the same damage and stun as the first hit.

4) See "Area-effect weapons" later in this chapter.

5) Damage depends on the type of grenade used. Requires custom grenades.

weapon		stun	weapon skill	range	moves	load	capacity	reload	weight	cost	availability
.22 bolt handgun		D6	ws handgun	130 feet	6	1	7	3	4	340	rare
.22 revolver		D6	ws handgun	130 feet	3	1	6	6	3	325	military
.22 semi-auto handgun		D6	ws handgun	130 feet	3	1	11	3	3	1,100	military
.22 automatic handgun		D6	ws handgun	130 feet	3	3	15	3	5	1,300	rare-mil
.22 bolt-action rifle		D6	ws rifle	500 feet	7	1	7	3	10	475	rare
.22 pump-action rifle		D6	ws rifle	500 feet	5	1	6	7	10	460	military
.22 break-action rifle		D6	ws rifle	500 feet	4	1	2	5	10	425	rare
.22 semi-auto rifle		D6	ws rifle	500 feet	4	1	7	3	13	1,200	military
.22 automatic rifle		D6	ws rifle	500 feet	4	3	30	4	21	1,750	rare-mil
.22 minigun		D6	ws rifle	500 feet	4	5	200	7	38	8,300	rare-mil
.3006 bolt-action rifle		D6	ws rifle	760 feet	7	1	7	4	11	445	rare
.3006 semi-auto rifle		D6	ws rifle	760 feet	4	1	7	3	11	470	rare-mil
.35 bolt-action rifle		D6	ws rifle	800 feet	7	1	7	3	10	465	rare
.35 pump-action rifle		D6	ws rifle	800 feet	5	1	6	7	10	485	military
.35 semi-auto rifle		D6	ws rifle	800 feet	4	1	7	3	13	1,300	military
.357 revolver		2D6	ws handgun	120 feet	3	1	6	6	3	525	military
.357 semi-auto handgun		2D6	ws handgun	120 feet	3	1	11	3	3	1,300	military
.357 automatic handgun		2D6	ws handgun	120 feet	3	3	15	3	5	525	rare-mil
.38 revolver		D6	ws handgun	130 feet	3	1	6	6	3	1,300	military
.44/.45 revolver		2D6	ws handgun	130 feet	3	1	6	6	3	1,700	military
.44/.45 semi-auto handgun		2D6	ws handgun	130 feet	3	1	11	3	3	425	military
.50 bolt-action handgun		3D6	ws handgun	200 feet	6	1	1	3	4	725	rare
.50 semi-auto handgun		3D6	ws handgun	200 feet	3	1	11	3	3	1,500	military
.50 bolt-action rifle		3D6	ws rifle	1000 feet	7	1	7	3	10	1,125	rare
.50 semi-auto rifle		3D6	ws rifle	1000 feet	4	1	7	3	13	1,900	military
.50 automatic rifle		3D6	ws rifle	1000 feet	4	3	30	4	21	4,100	rare-mil
.50 minigun		3D6	ws rifle	1000 feet	4	5	200	7	38	8,000	rare-mil
4 gauge pump-action shotgun		4D6	ws rifle	100 feet	5	1	6	7	10	9,500	military
4 gauge break-action shotgun		4D6	ws rifle	100 feet	4	1	2	5	10	14,100	rare
12 gauge pump-action shotgun[1]		2D6	ws rifle	100 feet	5	1	6	7	10	885	military
12 gauge break-action shotgun[1]		2D6	ws rifle	100 feet	4	1	2	5	10	625	rare
12 gauge semi-auto shotgun[1]		2D6	ws rifle	100 feet	4	1	7	3	13	1,550	military
5.56mm semi-auto rifle		D6	ws rifle	900 feet	4	1	7	3	13	2,300	military
5.56mm automatic rifle		D6	ws rifle	900 feet	4	3	30	4	21	2,900	rare-mil
5.56mm minigun		D6	ws rifle	900 feet	4	5	200	7	38	10,800	rare-mil
7.62mm semi-auto rifle		D6	ws rifle	950 feet	4	1	7	3	13	2,600	military
7.62mm automatic rifle		D6	ws rifle	950 feet	4	3	30	4	21	3,300	rare-mil
7.62mm minigun		D6	ws rifle	950 feet	4	5	200	7	38	12,000	rare-mil
9mm semi-auto handgun		D6	ws handgun	130 feet	3	1	11	3	3	1,350	military
9mm automatic handgun		D6	ws handgun	130 feet	3	3	15	3	5	1,800	rare-mil
blowgun[2]		toxin	ws missile	30 feet	5	1	1	5	2	60	uncommon
bow		D6	ws missile	100 feet	5	1	1	3	2	260	uncommon
crossbow		D6	ws missile	100 feet	4	1	1	5	5	310	uncommon
flame thrower[3]		2D6	ws rifle	35 feet	6	1	35	25	15	8150	rare-mil
LAW (light anti-tank weapon)[4]		7D6	ws balista	2000 feet	7	1	1	7	24	10,220	rare-mil
M-203 (grenade launcher)[5]		—	ws balista	380 feet	6	1	1	7	16	1,550	rare-mil
semi-auto nailgun		D6	ws rifle	70 feet	4	1	30	9	9	670	rare
automatic nailgun		D6	ws rifle	70 feet	4	3	200	10	10	910	rare
slingshot		D6	ws missile	45 feet	5	1	1	3	2	15	common
tazer		6D6	ws handgun	15 feet	4	1	2	12	3	645	rare

Table E1

using it; after all, you wouldn't want to shoot yourself in the knee or anything. Try having a marksman teach you how to fire and maintain your weapon. The following is a list of terms you will need to know to use your weapon in deadEarth:

weapon. The basic description of the weapon, including the size of the weapon's projectiles and whether it is one- or two-handed (rifles and bows are two-handed), as well as the method that is used to insert the projectile into the chamber. Projectiles are measured in three ways. Caliber is usually represented by a '.' and is measured as a fraction of an inch (example: .22 handgun). Gauge is used for ball and shot weapons like shotguns where the smaller the gauge, the larger the ball it shoots (example: 12 gauge shotgun). Most weapons that have been invented in the last 50 years use the metric system to measure their projectiles (example: 5.56mm assault rifle, a.k.a. M-16).

damage. The amount of damage the projectile will inflict on its target.

stun. The amount of stun the projectile will inflict on its target

weapon skill (ws). The skill necessary to effectively use and maintain the weapon.

range. The distance at which the weapon fires accurately. This is usually determined by the size and shape of the projectile, whether or not the barrel of the weapon is rifled, and the length of the barrel on the weapon.

moves. The number of moves needed to fire the weapon one time at one target. You may fire semi-auto, automatic, and mini-gun weapons on rapid fire. This means that you fire one load at one target and expend the moves necessary to do so. Each consecutive load to the same target costs only one move for automatic and minigun weapons, and two moves for semi-auto weapons.

load. The number of projectiles fired from the weapon by pulling the trigger once. If a weapon has a load larger than one (1), then you should roll your weapon skill for as many projectiles were launched to determine if each hits its target. You will gain only one (1) skill point for the entire load.

capacity. The number of projectiles the weapon can hold at one time.

reload. The number of moves needed to reload one clip or magazine, or to exchange an empty clip with a loaded one.

weight. The weight of the weapon in pounds (using the Imperial measurement system).

Ammunition

.22 cartridges. A box of 20 .22 caliber cartridges for use in rifles and handguns. **weight:** 2. **cost:** 78. **availability:** rare.

.3006 cartridges. A box of 20 .3006 calibur cartridges for use in rifles. **weight:** 2. **cost:** 78. **availability:** rare.

.35 cartridges. A box of 20 .35 caliber cartridges for use in rifles. **weight:** 2. **cost:** 80. **availability:** rare.

.357 cartridges. A box of 20 .357 caliber cartridges for use in handguns. **weight:** 2. **cost:** 87. **availability:** rare.

.38 cartridges. A box of 20 .38 caliber cartridges for use in handguns. **weight:** 2. **cost:** 81. **availability:** rare.

.45 cartridges. A box of 20 .45 caliber cartridges for use in handguns. **weight:** 2. **cost:** 107. **availability:** rare.

.50 cartridges. A box of 20 .50 caliber cartridges for use in rifles and handguns. **weight:** 3. **cost:** 124. **availability:** rare-mil.

4 gauge shells. A box of 20 4-gauge shells (slugs only) for use in shotguns. **weight:** 4. **cost:** 121. **availability:** rare-mil.

12 gauge shells. A box of 20 12-gauge shells (slugs or buck-shot) for use in shotguns. **weight:** 4. **cost:** 111. **availability:** rare.

5.56 mm cartridges. A box of 20 5.56mm cartridges for use in rifles and handguns. **weight:** 2. **cost:** 97. military.

7.62 mm cartridges. A box of 20 7.62mm cartridges for use in rifles and handguns. **weight:** 2. **cost:** 102. **availability:** rare-mil.

9 mm cartridges. A box of 20 9mm cartridges for use in rifles and handguns. **weight:** 2. **cost:** 99. **availability:** rare.

air canister. An air canister that may be used with any pneumatic nail gun. Half price with trade-in canister. Good for 200 shots semi-auto or 100 shots auto. **weight:** 2. **cost:** 90. **availability:** specialty.

arrows/bolts. Ten wooden arrows or bolts which may be used in bows or crossbows respectively. **weight:** 2. **cost:** 10. **availability:** common.

darts. Five darts for use in a blow gun. **weight:** 1. **cost:** 5. **availability:** common.

nails. A belt of 200 nails that may be used in any pneumatic nail gun. **weight:** 20. **cost:** 45. **availability:** rare.

napalm canister. A canister of napalm that may be used in a flame thrower. Provides 35 bursts from the flame thrower.

weight: 32. **cost:** 1,100. **availability:** rare-mil.

stun gun battery. A replacement battery for a stun gun. Good for 10 zaps. **weight:** 1. **cost:** 380. **availability:** rare.

tazer battery. A replacement battery for a tazer. Good for two shots. **weight:** 1. **cost:** 600. **availability:** rare.

Note: Fragmentation grenades are considered high-speed projectiles and so are uneffected by resiliency, while the damage of all other grenades comes off resiliency first. Also, phosphorous grenades will continue to burn for D6 rounds after they hit, doing damage the entire time. Grenades will explode 10 seconds after the pin is pulled or fuse is lit.

Hand to Hand Weapons

Hand to hand weapons are more common and less expensive than projectile weapons. These weapons include axes, knives, swords, staves, spears, hammers, and all other blunt and edged weapons. Whips, chains, and other short-ranged weapons are also included in this category. Table E2 shows the stats and costs of various hand to hand weapons. Because hand to hand weapons are more versatile than other weapons, table E2 also lists the different actions you can perform with these weapons.

Area-Effect Weapons

In addition to projectile and hand to hand weapons, there are many weapons in a category all their own known as area-effect weapons. Area-effect weapons, as their name suggests, are not limited to a small target, but instead target an area.

weapon	action	damage	stun	weapon skill	range	moves	weight	cost	availability
two-handed axe	swing	strength + D6 + 2	D6	ws blade	hand to hand	5	12	65	common
	jab	strength	D6	ws melee	hand to hand	4	12	65	common
two-handed battle axe	swing	strength + D6 + 4	D6	ws blade	hand to hand	6	23	145	uncommon
	jab	strength	2D6	ws melee	hand to hand	4	23	145	uncommon
blunt weapon	swing	strength + D6	D6	ws melee	hand to hand	5	varies	varies	common
	jab	strength	D6	ws melee	hand to hand	4	varies	varies	common
chain	swing	2	D6	ws melee	length of chain	6	varies	varies	uncommon
flail/mace	swing	strength + D6 + 1	D6	ws melee	hand to hand	5	9	20	uncommon
	jab	strength	D6	ws melee	hand to hand	4	9	30	uncommon
concussion grenade	throw	D6	5D6	ws thrown	ws thrown	5	1	500	rare-mil
explosive grenade	throw	2D6	3D6	ws thrown	ws thrown	5	1	400	military
pipe bomb	throw	2D6	D6	ws thrown	ws thrown	5	1	280	rare
phosphorus grenade	throw	D6	D6	ws thrown	ws thrown	5	1	550	rare-mil
fragmentation grenade	throw	2D6	3D6	ws thrown	ws thrown	5	1	410	rare-mil
smoke grenade	throw		2D6	ws thrown	ws thrown	5	1	260	military
tear gas grenade	throw		4D6	ws thrown	ws thrown	5	1	390	military
two-handedwarhammer	swing	strength + D6 + 4	2D6	ws melee	hand to hand	6	23	80	uncommon
	jab	strength	D6	ws melee	hand to hand	4	23	80	uncommon
knife/dagger	stab	D6 + 1	D6	ws blade	hand to hand	4	1	15	common
	throw	D6	D6	ws thrown	ws thrown	4	1	15	common
mace/pepper spray	spray		2D6	ws melee	6 feet	5	1	330	rare
spear	swing	strength + 2	D6	ws melee	hand to hand	5	13	90	uncommon
	stab	D6 + 1	D6	ws blade	hand to hand	4	13	90	uncommon
	throw	D6 + 1	D6	ws thrown	ws thrown	5	13	90	uncommon
staff	swing	strength + 2	D6	ws melee	hand to hand	5	8	60	uncommon
	jab	strength	D6	ws melee	hand to hand	4	8	60	uncommon
stun gun	jab		4D6	ws melee	hand to hand	4	2	390	rare-spec
sword	swing	strength + D6 + 2	D6	ws blade	hand to hand	5	12	95	uncommon
	stab	D6 + 1	D6	ws blade	hand to hand	4	12	95	uncommon
two-handed sword	swing	strength + D6 + 3	2D6	ws blade	hand to hand	6	18	190	uncommon
	stab	D6 + 1	D6	ws blade	hand to hand	4	18	190	uncommon
whip	swing	2	D6	ws melee	hand to hand	5	1	40	uncommon

Table E2

The highest concentration of damage is at the center and the concentration dissipates as it moves outward.

For each five feet away from the center of the blast, damage and stun are reduced by a D6. Therfore, if you were using an explosive grenade, from zero to five feet it would deal 2D6 damage and 3D6 stun; from six to 10 feet it would deal D6 damage and 2D6 stun; and from 11 to 15 feet it would deal only D6 stun. Also, if you are at the center of the blast radius, you will take the damage and stun to 2D6 areas on your body. If you are at least 10 feet away from the center of the blast radius, you will suffer damage and stun to only D6 areas of your body. To determine which areas are hit, roll on the body chart on the back of your character sheet.

Armor

Armor is probably the most important part of your equipment. You have very little chance of surviving an attack in deadEarth without it. You can find armor made out of just about anything to cover almost every part of your carcass. You may want to consider spending the majority of your starting money on armor.

Armor in deadEarth is often constructed out of whatever materials are available. You may often find armor made of pop cans or old tires, and sometimes even wall paneling; this is often the case with armor in a world of survival. Also note that armor is not usually uniform all over the body. It is very common to see something like an aluminum vest with a rubber sleeve on one side, and a hard plastic sleeve on the other side.

There are many different types of armor, all having their individual benefits and repercussions. A common problem with armor is that it is very heavy and hard to fight in. Be sure not to overload yourself too much. Remember, armor weighs on you like anything else; be sure to add it to your carrying weight.

Table E3 details armor. The first column under each armor area represents cost while the second column under each represents weight.

armor type	stress	helmet		sleeve		bracer		glove		vest		codpiece		legging		shank		boot		shield	
aluminum	4	100	2	80	2	80	2			420	8	40	1	110	3	100	2			200	6
flack	2	40	3	60	3	60	3			150	15	15	1	70	4	70	3				
kevlar	7	600	7	350	4	350	4			1600	20	175	2	440	5	440	4			900	14
leather	0	5	1	4	1	4		2		14	2	2		5	1	4	1	25	2		
hard plastic	5	60	3	45	2	45	2			270	12	22	1	70	3	70	3			110	8
soft plastic	3	40	2	35	2	35	1			160	7	18		40	2	40	2				
polymer	8	900	8	675	6	675	5			5100	24	338	2	1200	7	1200	6			2700	16
rubber	2	80	5	50	3	50	3			350	18	25	1	80	5	80	4	19	3		
steel	6	175	8	110	6	110	6			700	25	60	3	175	8	175	8			300	14
padded steel	6	260	10	200	8	180	8			1300	40	60	4	300	10	300	10				
titanium	9	1125	6	800	6	800	6			4800	25	400	3	1100	9	1100	9			2200	16
wood	2	12	4	10	3	10	3			25	18	5	1	12	5	12	4			20	8

Table E3

Combat in deadEarth will look extraordinarily complex at first glance, but once you and your group get used to the system, combat will flow very smoothly. First, lets define the components of combat:

move. The smallest part of combat; it can take multiple moves to perform one simple thing, like a punch. You may use as many moves as your character has during combat.

action. An action is either an attack or defense. Every action costs moves. When you have no more moves, you cannot perform any more actions.

round. A round is the time it takes for everyone to expend all of his/her moves attacking and defending. There may be many rounds in a single combat.

Good, did that all make sense? Chances are, it didn't. That's okay, it will. Next, let's have a look at how combat is resolved. Pay careful attention to the discussion of game play. You may be able to better understand how combat works by example.

Attacking

First someone must decide to attack someone else. The attacker must simply let the game master know whom they wish to attack.

Initiative

The next step is to determine initiative, meaning who gets the tactical advantage at the beginning of the fight. To determine initiative, roll senses, then add your moves to your roll. Initiative is only determined once during a combat. Everyone involved in a combat must determine his/her initiative for that combat. Keep track of who got what, in order from highest to lowest. If there were any ties, those people should reroll. Good, now remember your initiative, it will come in handy in the next section.

Declaring attack

Once initiative is determined everyone must declare his/her attacks for the first round of combat. The person with the lowest initiative goes first, thus giving away his or her tactical advantage. S/he will declare how s/he will use all of his/her moves during the upcoming round. S/he does not need to declare any defending actions at this time, nor should s/he save moves for defense. Then the next lowest initiative will do the same. This continues around until the person with the highest initiative has declared his/her attacks for this round.

Called shots

Ranged weapon attacks hit a random area of the body. Roll on the body chart on the back of your character sheet to determine which area of the body is hit by one of these attacks. Called shots are attacks that have a pre-determined target. To use a called shot you must say so when you declare your attack. A called shot uses an additional four moves for that attack. You

I rolled over to find myself looking up the shaft of a nocked arrow. Not quite what I was expecting to wake up to, and I guess I reacted badly. I slammed my palm onto the tip of that arrow and snapped it right off. Not quite what my assailant was expecting either, I guess, because he just stared at the broken tip while I planted my right foot in his groin, reached up to grab his sleeve, and monkey-rolled him over my head and onto his face in the dirt. Not wasting time, I reached under my backpack and found the hunting knife still hidden there. Your bad*, I thought as I turned and let fly with the heavy knife. It sunk hilt-deep into his back, just to the left of the spine and probably straight into the lung, maybe just tickling his heart. I reached for my breakfast as he wheezed his dying breaths.*

may want to use a called shot, for example, to shoot the gun out of your opponent's hand. Called shots are only necessary with thrown, projectile, and other ranged weapons. Hand to hand combat maneuvers and hand to hand weapons are automatically called shots.

Sneak Attacks

In rare cases, an attacker may be able to completely surprise his enemy. In those cases, the game master will award what is known as a sneak attack. Sneak attacks benefit the attacker in that they are awarded automatic initiative and the defender may not defend against their first action.

Combat Begins

Note: Refer to the character sheet for a detailed list of hand to hand combat maneuvers.

Theoretically, all actions during a round happen simultaneously, but it is impossible to play this in a game setting like deadEarth. Therefore, we will use a timeline for combat (see Figure R1). Imagine that we have two combatants, one with 9 moves and the other with 10. The first combatant (using martial arts) declares two jabs, then a sweep kick to knock his opponent down, then will drop an elbow to finish. The second combatant (using brawling) declares a front kick to the groin, then a dry gultch, then a headbutt, and will finish with a stomp to the foot.
As you can see, in a timeline scenario, the actions that use the fewest moves take effect first. As the round progresses, however, the number of moves used per action are not as important.

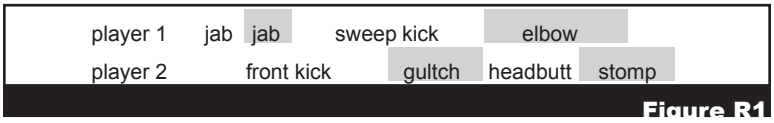


Figure R1

Defending

A player may choose to defend or evade against a hand to hand or hand-held weapon attack. There is no defense against projectile weapons. To defend, a player must declare the skill using to defend with. This defense takes an equal amount of moves to the number of moves the attacker spent to attack. If the defender does not have enough moves remaining to defend, s/he **may** cancel his/her offensive maneuvers one by one until s/he has enough moves to defend. If s/he is unable to cancel enough offensive actions to defend, then s/he is unable to defend against the attack.

Let's take our previous example and let's say that player 2 wanted to block his opponent's first two jabs. Then s/he could cancel his/her front kick and use the moves to defend. See figure R2.
Now, provided that the attacker cannot beat the odds of the

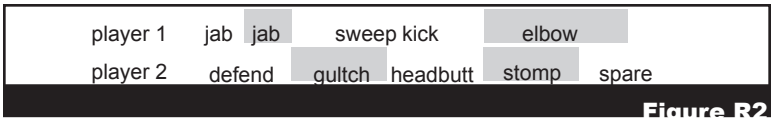


Figure R2

defender, the next action to take place will be player 2's dry gultch.

Evading

If a defender wishes to evade all attacks, s/he must spend all of his/her moves doing so and cannot attack for this round. Evading will bring the defender out of combat range (provided the attacker does not follow). If the defender evaded successfully, and wishes to rejoin combat, s/he will have to spend the same number of moves to rejoin combat.

Stun

The theory of stun is very simple, but it can be your worst enemy. It can make the most vital warrior completely helpless. Stun is simply a modifier to your moves. Stun takes effect as soon as you are hit and it is cumulative.

Let's go back to our two combatants. Let say that player 2 successfully defended against the first jab, but not the second. Therefore, player 2 suffers one point of stun. See how this affects player 2 in figure R3. Notice that the stun from the jab caused player 2 to abort his/her dry gultch?

Stun can also knock you out. Let's say that you have only four

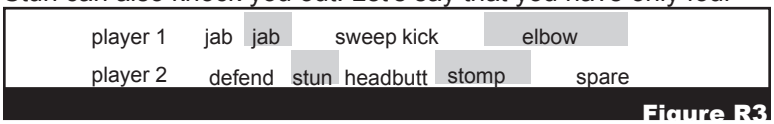


Figure R3

resiliency and you take six points of stun. You may drop into unconsciousness for two minutes; one minute for each point of stun over your resiliency. The only thing that may save you is your resolve. Roll your resolve against *x*D6 where *x* equals the amount of stun over your resiliency. If your resolve wins out, you will remain conscious.

The shock rating on your armor will protect you from stun (see figure R4). If you take six points of stun and your armor has a shock rating of three (and you have the same four resiliency) you will no longer have the chance to go unconscious. The shock rating on armor can be more important than the stress rating. After all, if you are completely healthy, but unconscious, what is the chance that you will wake up after that vim dawg is through with you?

Also note that stun carries over between rounds. If you are hit for more stun in a round than you have moves, the remaining stun will carry over to your moves in the next round.

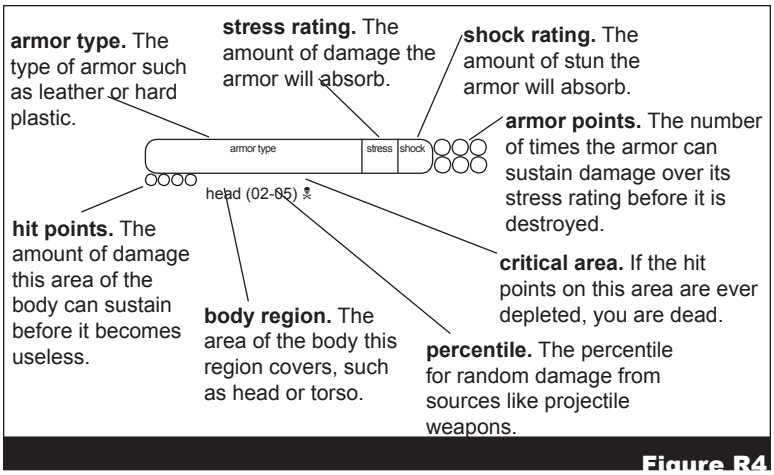
Damage

If you are hit by an attack, you will be damaged. If you are hit by a projectile weapon, your attacker will roll percentiles to determine where s/he hit you. You will notice percentiles next to the various body regions on the character sheet (also see Figure

The woman led with a left hook, followed by a right uppercut and a left elbow. I parried the hook and stepped back to avoid the others, then planted a kick in her midsection that bowled her over. She rolled with it and flipped up into a fighting stance, already braced for my running thrust. She spun deftly aside and grabbed my wrist with both hands, pulling me down and off-balance, then swinging the sword around and underneath my center of balance. I went head-over-heels onto my back while she continued to pull my wrist and the sword away from my body, straightening my arm. Seeing that she was about to drop a knee on my elbow and probably break it, I dropped the sword and rolled to present her the inside of my elbow rather than the back. Then I swung a leg out and caught her behind a knee, dropping her next to me.

She was young to be such a graceful fighter. And a woman, besides. Best to be done quickly with her. Staying on my back, I chopped out with a knife hand at her throat that took her breath away. We both scrabbled back to our feet, and I rushed in again before she could recover. I landed a punch to her gut and another to her shoulder, but she twisted away and turned into a spin kick that hooked around the back of my neck. Jumping up, she brought both her legs together around my neck and clamped them tightly. As her body fell, she held on with her legs, my neck twisting awkwardly to follow her descent, tightening wickedly, and finally popping.

My last moments were conscious ones. I watched the girl I had tried to ambush trade pants with me and search my other clothes. She took my sword and walked away whistling. That back was the first and last thing I saw of Minty Rockwallet.


armor type. The type of armor such as leather or hard plastic.
stress rating. The amount of damage the armor will absorb.
shock rating. The amount of stun the armor will absorb.
armor points. The number of times the armor can sustain damage over its stress rating before it is destroyed.
armor type
stress
shock
head (02-05)
hit points. The amount of damage this area of the body can sustain before it becomes useless.
body region. The area of the body this region covers, such as head or torso.
critical area. If the hit points on this area are ever depleted, you are dead.
percentile. The percentile for random damage from sources like projectile weapons.
Figure R4

R4). If you are hit during melee (hand to hand or hand-held weapon) combat, your attacker will choose what area of your body s/he is striking.

Damage is dealt in the following order:

- stress rating
- resiliency (doesn't count for projectile weapons)
- hit points

The best way to describe how damage works is by example. Let's say that you have no armor and have a resiliency of four. You are kicked and hit for six points of damage. Your resiliency is now zero and you still have two points of damage to deal with. The remaining two points come off your hit points on whatever body region was hit.

Note: You will gain resiliency at a rate of one point per minute regardless of whether or not you are hit again.

Now let's say you were wearing armor with a stress rating of three in the same situation. Three of those six are absorbed by the armor's stress rating and the other three are taken off of your resiliency. You are not harmed at all. (Don't forget to check off one of your armor points, because that blow just went over your armor rating.) Unlike your resiliency, however, the armor's rating does not change, so it still has a rating of three for the next blow.

Let's replay the same combat. This time your attacker decides to use a projectile weapon. Resiliency is no longer a factor so if you are hit for six points of damage, and not wearing armor, the entire amount will come directly off of your hit points for that body region. If you are wearing armor, the stress rating of your armor will absorb as much of the damage as it can, and the remainder will be subtracted directly from your hit points.

Trauma & Death

Sometimes damage can be so severe that the body can never fully recover from it. This kind of side effect is called trauma. Trauma can eventually lead to death. The following is a list of the effects trauma can have on you, and when you can expect to die:

Resolving Combat

• If, at any time, the hit points of a critical area reach zero, you are dead on the spot.

• If the hit points on any non-critical body part reach zero, that part is unusable until you receive plenty of medical attention and bed rest.

• If the hit points on any body part go below zero, that body part is considered maimed, and will never function properly again. When a body part becomes maimed, permanently subtract 2 moves.

• If, at any time, your hit points are below 30 you will go into shock and fall unconscious. Note that your body has 71 total hit points.

• If, at any time, the hit points on your body total 20 or less you will die from shock and blood loss.

Fatigue

In lengthy hand to hand combat scenes, each person involved must roll to determine fatigue once every 4 rounds. The difficulty will increase each time you check for fatigue, until you spend an entire 4 rounds without making any attacking actions.

Fatigue occurs if your resolve roll does not beat average odds. If you fail to make the roll you are fatigued. Roll a D6 to determine the effective stun of being fatigued. Subtract it from your moves each round for the next 4 rounds. If you make your next fatigue check, you remove the effects of fatigue. If you fail again, roll 2D6 and subtract it from your moves for the next 4 rounds. Add another D6 of effective stun and a level of difficulty for each fatigue roll that is failed consecutively.

Continuing Combat

After you have resolved damage, stun, and death, you can continue with combat. You start over from declaring an attack for each subsequent round until each player is out of moves. Then you start a new round, and everyone's moves are refreshed again. A single fight will probably consist of several rounds.

Combat Order

If it comes down to the wire, and it might, you may need to know the precise order in which things happen. The following is an ordered list of exactly what comes first in combat. Anything missing is left up to the game master.

1. roll initative for all participants and potential participants
2. begin combat
    a. begin combat round
    b. attacking declaration
    c. defending declaration
    d. spend moves

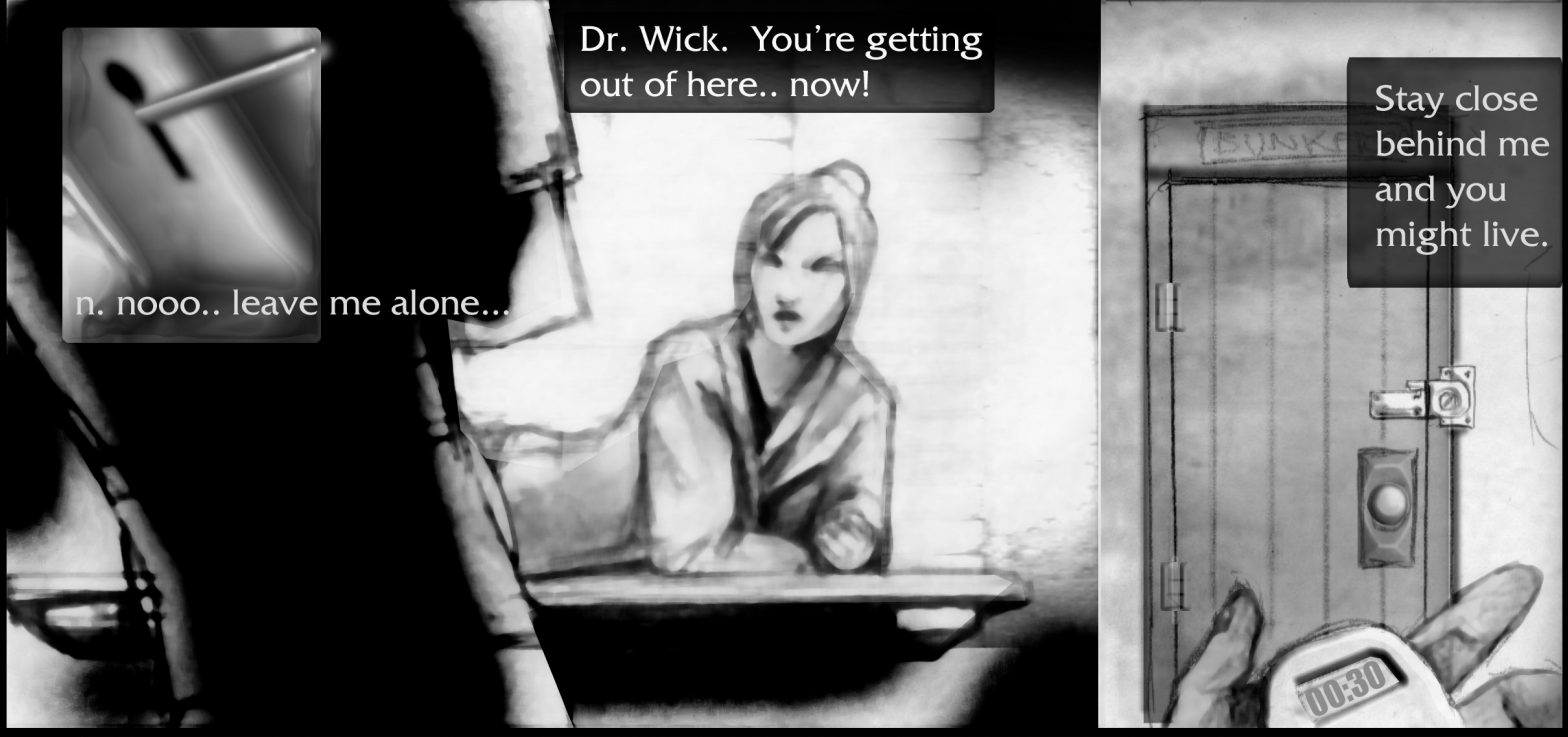
e. gain skill points from use of skills
f. resolve actions; apply stun to moves
g. damage
h. death
i. stun
j. check unconsciousness
k. end round; next round

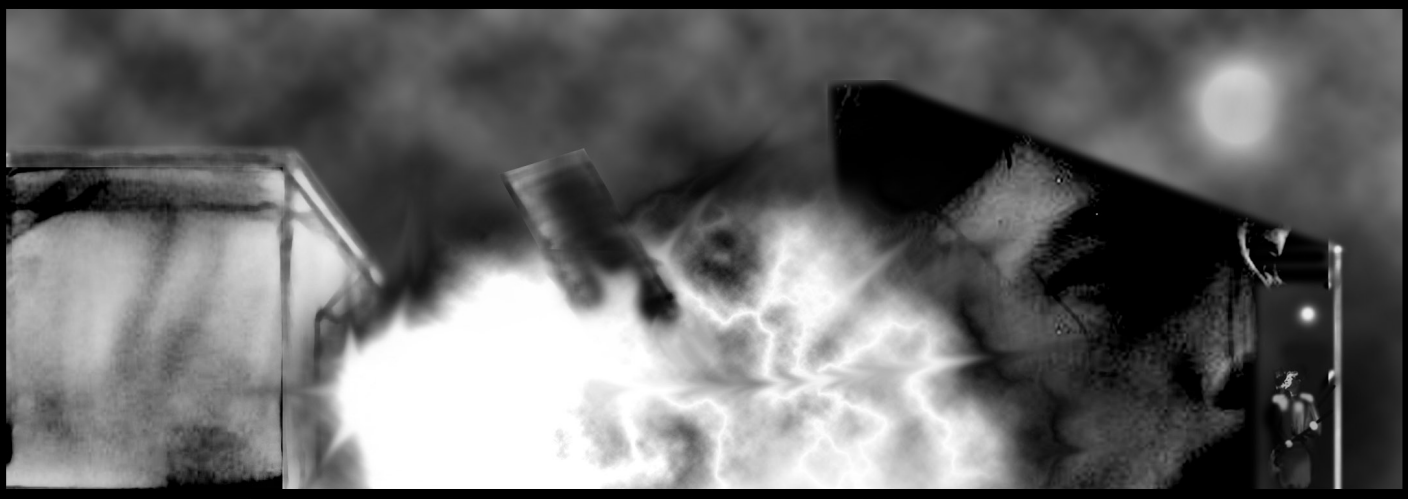
3. check trauma
4. end combat

Immediate Medical Attention

There may be many reasons you will need immediate medical attention. For example, if you go into shock, you will require immediate medical attention, or the game master may declare at some point, depending on your wounds, that you need immediate medical attention. Immediate medical attention means that you must have someone roll his/her medic or medical doctor skill for your benefit. If the roll is successful, you will live. The term immediate indicates **within the next few minutes**. You will not necessarily die within the next five minutes, but your chances go down every minute after you reach a critical state. When you find yourself in need of immediate medical attention, you will lose one hit point off your torso per minute until you are dead.

Beta command, I have reached ground zero. Valhoth out.
"cough..cough"


n. nooo.. leave me alone...
Dr. Wick. You're getting out of here.. now!
Stay close behind me and you might live.
00:30



Concept et Story
by Rizen Defrag
Illustrations
by Squidhead

Beta command. Mission succesful.
Request evac. Valhoth out.

Game Master Overview

This campaign is designed to introduce players to the world of deadEarth. Although it will work equally well for experienced players, it is designed specifically for beginning characters. The encounters will be intimidating and challenging to beginning characters, but may seem trivial to those more skilled. Moreover, the challenges of this adventure are used to guide the direction of the characters without any direct game master intervention. Diminishing the difficulty in any way will assuredly cause a disruption in the direction of the campaign.

It is entirely appropriate for the game master to require that all characters begin at a young age. This ensures that all characters start off on equal footing and progress in step with each other. Through a series of small challenges, the characters will develop skills which complement each other, forming a more cohesive group. Also, this discourages players from sticking to a predefined career template which may eventually conflict with the group's goals.

Character death is inevitable in deadEarth. Starting at a young age lessens the chances somewhat by keeping the radiation list small. However, as the months and years pass in this campaign, characters will acquire more radiations and encounter many deadly situations. Although certain places in the campaign are outlined where bringing a new character into the game is acceptable, it is more desirable to keep the original group alive. The road to becoming a legend is a long one, which is usually stopped short by death. The use of pre-determined mutagen response agendas (PMRAs, more information is available on the web site) is encouraged to reduce the chances of death on the radiation table because of the length of this campaign. The characters may find themselves shot, stabbed, beaten, bruised, and bleeding on the brink of death, but the game master should make every conceivable attempt to allow that character to live. NPCs will maim rather than murder and stun rather than kill. The game master should look up the radiations rolled by players in private. If the player rolls a radiation which would kill his/her character, that radiation should be brought into play by the game master as a wasting illness over many weeks, during which time the character can seek medical help.

Note: Character death is a common occurence in the harsh world of deadEarth. For the purposes of this introductory campaign, the game master should aid the characters to live. However, in all other situations, if a character dies, do not help him/her.

The campaign is broken up into parts. Each part outlines the events essential to the campaign and is suitable for a session of gaming. Extensive game master notes are included for those not already comfortable and familiar with game mastering. Although the campaign should proceed at a decent pace, the game master should also try to flush out the day-to-day events with interesting encounters such as gambling and carousing, storytelling, shopping, a mugging or two, news of mutants running rampant in the world, making repairs to items, rumors of dangerous mutated creatures, bad weather, etc. The success of the campaign depends not only on the characters' completion of the journey, but on the players' enjoyment of the trip.

Part 1: The Setup

The Power has been rounding up mutants, especially strays and adventurers, in the California area and is either enslaving them or driving them into the mountains. Some of your characters, especially those with visible mutations, should have escaped slavery in this manner. They find themselves in the small trade town of Fort Collins, where they will meet the other characters. Fort Collins is situated in a pass through the mountains which serves as a trade route during the summer. However, the characters will have arrived and met just before the onset of a brutal deadEarth winter. The characters will have to while-away the winter indoors, living off rations stored from the summer months and melted snow. Gambling and storytelling are the staple of entertainment, and if any character has skill in brewing they will have a popular following.

What the characters don't know is that a local by the name of Ward Drugan has had his eye on the position of Mayor of Fort Collins, and has been scheming ways to get the position away from Tom Chamfer, who is popular and fair. Tom also has strong support from the town constable Jack Clayborn, who is even more popular with the locals. In an attempt to discredit Tom and Jack, Ward has conspired to hire mercenaries to ambush and kill deputy Buddy Jenkins. He has also managed to steal money from the town treasury and hide it in the homes of the mayor, the constable, and one or more of the characters. This is a setup implicating the entire group in a conspiracy of theft and murder; and though the popular town leaders may escape the harsh justice, evidence will appear that will condemn the characters in the actual murder whose justice demands death.

The characters may attempt to stay and clear their names, but the goal is to make the situation appear so stacked against them (which it is), that they will need to run from the town of Fort Collins with the law on their heels. To start the characters on their grand adventure, begin by reading the following out loud to the players:

“You find yourselves in a small town, which is what is left of Fort Collins, Colorado. Although it was not decimated by a nuclear blast, the changes in weather, neglect, looting, and rebuilding have left most of the town a shambles. It sits in a near-ideal location in the Rocky Mountains overlooking a pass used for trade between Power-controlled California and cities farther east. The central part, nearest the road through the mountain pass, has buildings which house traders on their way through town and the people who service them. The food stores, farmer’s market, blacksmith, and other various shops are found here. Outside of this area are the homes of the permanent residents, those who farm the land or have some other profession which provides for their meager existence. The outskirts of the town house the refugees and miscreants which plague every town in deadEarth. Fort Collins is relatively free of such filth, thanks to the local law

enforcement.

Fort Collins has a permanent population of only about 200. Most have little or no visible mutations; those who do are encouraged to find residence elsewhere as soon as they can. Though not hostile to mutants, they are viewed as miscreants and trouble-makers. During the summer months, the population of Fort Collins increases to around 400. Traders and their animals are housed and serviced pleasantly, and then encouraged to be on their way. Because of its small permanent population, Fort Collins keeps only a constable and a couple of deputies for local law enforcement. High paying bounties are offered to anyone who can catch criminals and other wrongdoers. The bounty money is collected by selling off the possessions of the accused, and if necessary, the accused himself. Since property and possessions are seized even in the case of a simple bar brawl, such minor trespasses are uncommon.

Jack Clayborn is the elected town constable, a fair and popular community leader who has good rapport with the town mayor, Tom Chamfer. One of the local celebrities is Cameron Hensley, a bounty hunter with a reputation for tracking and catching all types of dangerous characters.

It is now drawing towards the end of a brutal deadEarth winter. Snow still chokes the roads to the east and west, and the danger of avalanche in the mountain passes prevents everyone from attempting to travel that route. To the north of Fort Collins is a barren wasteland for hundreds of miles. It is rumored that there is a town at Cheyenne, but nobody has ever bothered to find out since there's nothing worth doing, finding, or taking there and no other towns within hundreds of miles. The land there is a flat tundra, with little water, vegetation, or animal life. To the south of Fort Collins along a gravel road lies Denver. From Denver a variety of directions can be taken, with small villages and towns along the way. Bandits and raiders plague these more often-used roads, but slavers are few and the limited protection the villages offer are enough incentive for most. Wild animals are common off the road."

Knowledge of other NPCs is dependent on the amount of role-playing done while the characters are in Fort Collins, or on the level of streetwise for specific questions. During the winter months, the only equipment characters will find is that of common or uncommon availability. During the summer months, equipment availability may be determined as normal, once per month, provided a character checks back at the various vendors regularly. Training in anything but farming is considered rare.

If the game master would prefer to skip role-playing the winter months, it is recommended that each character be allowed to raise a skill to 4D6 to reflect their winter activities. At least one character, preferably more, should be assigned to raise their gamble skill. Look at their prerequisites (streetwise, math,

appraise) to determine which characters are eligible. Other skills could include streetwise, trapping/fishing, domestics, guile, charisma, and troubadour.

One option is to allow one of the characters to have been born and raised in Fort Collins. That character should have basic search and streetwise skills, and be assigned a job as a deputy in training. That character will be part of the team (below) which apprehends the other characters cheating. This character will also be the close family friend of constable Jack Clayborn, the character's mentor.

The ambush and murder of the deputy Buddy Jenkins will occur on a night when the characters are at a bar gambling, and the deputy in training (if used) is on night patrol with Buddy. There are two new faces at the gambling table this evening. If the characters attempt to cheat, this scenario is already set perfectly. The two newcomers will detect the cheating and expose them (with a 6D6 gamble skill and a 6D6 intuition), or else the newcomer NPCs will cheat in a way that makes it appear the player characters were cheating (slips cards into their laps, etc., with a 6D6 hork and a 6D6 guile skill). The night patrol will be called to resolve the dispute.

Buddy will take the characters into custody, politely explaining that they must spend the night in the lockup but that they can explain to the town justice first thing in the morning. He must also insist the characters have their hands tied behind them for the short journey to the lockup. The deputy will use his charisma skill (at 5D6) to persuade the characters, if necessary, and to ensure them that their innocence will surely be revealed in the morning; since no harm was done, the worst that could happen is a fine.

The route from the bar to the lockup is straight down the street for about 8 city blocks. On the way there (and before the characters can escape, if they plan to attempt one), the ambush is sprung. Six men in black clothing and masks will surprise-attack the characters and deputies with blows to the head from blunt weapons. They will continue to attack (and defend if necessary) until the characters all fall down (but remain conscious) with a WS melee skill of 6D6. One of them shoots Buddy with a pistol, which he then slips into one of the characters' pockets (with a hork skill of 5D6). Then the men produce knives, cut the character's bonds, and mysteriously flee the scene and hide (with a hide skill of 5D6).

At the sound of the gunshot, the two gambling newcomers rush to the door and proclaim that the deputy has been shot and the murderers are escaping; there will surely be a large bounty for their capture. The entire bar empties and they pursue the characters throughout the town. This should keep the characters busy for a number of hours with random encounters with feeble attackers (no hand-to-hand or weapon skills greater than 4D6),

Out of the Frying Pan...

and give the characters plenty of chances to evade attacks.

As soon as the identities of the characters are revealed to authorities (by the bar patrons; the newcomers have disappeared) they seize any property not on their person. The planted money is found in the homes of the characters. Suspecting treachery, Jack Clayborne found the money in his own house and managed to return it without anyone's notice. Once the characters realize they have no friends or resources, they should opt to leave. If the deputy in training contacts Jack for help, Jack will warn them of the treachery and advise them to leave town immediately, whether they are innocent or not. Jack will attempt to stall pursuit as long as possible.

The most obvious route away from Fort Collins is to the south. It offers more opportunites to get supplies and stay alive long enough to get a plan together. If the characters attempt another direction, they can be guided south by the treacherous terrain to the north, failed navigation rolls, and the pursuit of a couple inept bounty hunters (no skill greater than 4D6). This is the opening for the second part of the campaign.

The money in the mayor's house was found during a subsequent investigation. Tom Chamfer is impeached, and Ward wins the emergency election through bribery and blackmail. Any hope the characters have of regaining their reputations or their possessions in Fort Collins is gone. The characters may learn the identity of the new Mayor and his general disposition from any traveller with an average streetwise roll.

However, Jack Clayborn will remain the town constable, and Buddy Jenkins was replaced as deputy. Bounties are placed for the live return of the characters sufficient to send every amateur bounty hunter in the region after them. Although Cameron Hensley is out of town when the events happen, he sets out on their trail within a couple of days, a meager head-start for someone of his caliber. The existence of a new bounty can be learned from any traveller with a simple streetwise roll, but if the character is not disguised, it will only take an average streetwise roll by the traveller to identify him or her as the bountee (otherwise it would take a difficult roll based only on verbal reports, unless one of the characters is truly unique).

Fort Collins Locals:

- Tom Chamfer is the well respected town mayor.
- Jack Clayborn is also well respected and is the town constable.
- Jerry Fisher is the town justice.
- Herman Thomas is the primary town deputy.
- Buddy Jenkins is a deputy who is murdered.
- Ralph Mongold is the deputy who will replace Buddy Jenkins.
- Cameron Hensley is a renowned bounty hunter in the area and well on his way to becoming legendary.
- Ward Drugan is a conniving politician who sets up the group in order to displace Tom Chamfer and become the mayor.

• Ray Haskin is one of the local bar owners.
• John Smith is the other local bar owner.
• Henry Montero owns a sailcar and runs errands for the town and townspeople as a for-hire service.
• Paul Russell a novice local bounty hunter who will be eventually killed or captured by the players.
• Mervin Welgin will join Paul Russell as a novice bounty hunter and will share the same fate.
• Ford Honda got his name because of his love for cars. He owns a working Civic Coupe and is the main competition for Henry Montero.

Animals of the region, for use when hunting:
• Small: Bat, rat, squirrel, mole, rabbit, hare, snake, bird.
• Medium: Oppossum, fox, raccoon, wolverine, skunk, badger, porcupine.
• Large: Deer, goat, bear, sheep, horse, donkey, wolf.

Part 2: On the Run

Once the characters are on the road south, you as the game master can relax. This part of the adventure is simply some random and some planned encounters to keep the characters moving and the players interested. It allows them to see some of the world, stock up on supplies, and raise a few skills that will help keep them alive later. Give the players plenty of detail in descriptions of places and people, and encourage them to use their skills to find the answers to their questions. If one of the characters manages to obtain a weapon, for example, make food scarce so that they must use it to hunt. Keep them from becoming too skilled in combat and weapons use, and concentrate on the practical aspects of survival in a harsh world.

The road from Fort Collins to Denver is a well-travelled gravel road. Even in the end of winter with the mud and slush, the trip will take about a week on foot. Although the road will leave a clear trail of their passage, it is faster than trudging through the wet snow through the woods which parallel the road. Attempts to cover their trail on the road are improbable, though covering their trail through the snow is only of average difficulty. Making a fire at any time of day or night will give away their position to the bounty hunters following them.

About half of the way to Denver, a pair of bounty hunters will catch up to the group. They will be travelling along the road from the north and be clearly visible if the characters are watching. If the characters are on the road, they will also be seen. The bounty hunters each have bows and arrows with a WS missile skill of 4D6. They will attempt to sneak up on the characters (with a 5D6 stealth skill) and shoot them full of arrows so they cannot escape. They will not take called shots except in the case of surprise attacks, and then shoot at the legs. They will attempt to heal any mortal wounds made, since the bounty is for live capture.

This should present a minor challenge for the group, since they have plenty of time to prepare an ambush. The bounty hunters are inexperienced, and besides their weapons, have nothing else but backpacks, 3D6 rations, some rope, and winter clothing. If the pair is killed, the bodies will eventually be found and the bounty on the characters will be raised. If released, they will go back and report their last known location and any accomplices to the other bounty hunters.

If any of the characters are injured, it should not slow their progress too much. The goal is to get them into and out of Denver before Cameron Hensley catches up to them. Cameron Hensley is to be the characters' nemesis for this part of the campaign. He will hound their steps and attempt to trap them, keeping the group looking both over their shoulders and at the ground under their feet.

As the characters come into Denver, they recognize it as a cesspool of mutation and filth. Formerly a large city, now it is inhabited almost completely by mutants, homeless and destitute survivors. There are no stores that sell anything but clothes, food, and rudimentary tools. The people are inhospitable in general. There is a dirty, medium-sized river on the edge of town which is used for public bathing and drinking water. The whole place stinks, and has been completely scavenged of anything useful.

As the characters seek out supplies or information, they meet a pair of old and decrepit mutants named Greta and Friday. The couple offer to house the characters for a couple nights in Denver (with a 5D6 charisma skill). If the characters don't learn elsewhere, the couple will inform them of the arrival of the bounty hunter Cameron Hensley in Denver. If this information doesn't send the characters on the run, have them spot Cameron at a public place, and read the following to the players:

"You spot a man who obviously does not belong in Denver. His leather jacket and jeans are clean and mended, and his beard is neatly trimmed. More than this, though, is the dangerous grace with which he glides across the ground. Even relaxed, he looks as though he is ready to lash out with deadly blows. His brows are knit with concentration and he never ceases scanning everything around him, up and down and side to side. His presence screams deadly competence; you see people move out of his way as he approaches. Far out of his way.

You also see the man is a walking arsenal. He has knives strapped to both calves and one forearm, a sword at his hip, a bow and quiver across his back, and a pistol in a holster which slaps quietly against his right thigh as he walks. His pockets bulge with gear, and probably ammunition. He carries his bedroll and the rest of his gear in a duffle, ready to drop out of the way the instant a fight is about to break. Even the bandits who skulk,

WELCOME

TO DENVER

ready to pounce on anyone who might have something of the slightest value, shy away his penetrating gaze and run away if he changes direction towards them."

That should spur them on their way. If they decide to try hiding instead, have them spot Cameron Hensley snooping around their hiding place, always just before dark so that it seems he gives up for the day just before he finds them. If the characters try for a confrontation or an ambush, have Cameron put arrows into their backpacks or other gear, and a warning shot with the pistol. The entire party should be completely outgunned and outwitted by this single man, both in fact and appearance.

Cameron's style is stealth and ambush using crafty traps, informants, and special gear such as his tranquilizer-tipped blowgun darts, lassos, and bolas. Cameron will know within hours of the characters' departure from Denver from his planted spies, or possibly from the pair of mutants the characters met (if they spent the nights there; this is great way to get them moving). At this point, the identity of their accomplices should probably be made public, and bounties will be placed on them as well.

A large part of this campaign, and of acting as a game master in general, is to get the characters to do what you want without making it seem as if there is no alternative. There are several roads out of Denver. The road leading west through the mountains to Utah is treacherous and uncertain, populated by the wildest of mutated forest animals and by no humans whatsoever; this route would take weeks of travel through the melting spring snow. The road to the east is easy, going fairly straight over mostly even ground. However, there is almost 500 miles to the closest major city on this route (Kansas City, KS), and the first town or village the characters would encounter should be at least a week away by foot. This would be an interesting route if the characters had access to a vehicle of some kind; make sure they don't. The trade route to the northwest, which is taken by the merchants travelling through Fort Collins, is also an interesting alternative. The distance along this route is also too great to be done on foot, at least without stops along the way for food and such. Since the travelling merchants have not yet started the trading season, and they are very wary of groups of people trying to catch a ride anyway, this should not be an option, either. Although a small community exists at Boulder, there are no other roads to or from the town which the characters could use for escape if necessary. This leaves only the road to the south, to Colorado Springs, Pueblo, and on to New Mexico, as the only sensible route. If the characters fail to see sense, you may use their navigation and/or streetwise skills to help guide their route south. If all else fails, you can have a farmer offer them a ride in his cart, headed south. Of course, either the farmer is going to rob them and flee during the first night, or the cart is going to break down. Either way, the characters should make this journey on their own.

The characters would have arrived in the small town of Colorado Springs in about four days. The road is broken and crumbled pavement, and the ground is dry in many spots. On the third day, however, the characters will encounter a cleverly designed trap laid by Cameron Hensley. He overtook the characters in the night, travelling by horse off the road, and scouted the land ahead of them. The third night the characters make camp, they should be near the Fountain River, which parallels the road (former Intestate 25) on the west. Cameron has built and hid 3 deep pit traps near the bank of this river. At nightfall, he begins to make a wide perimeter (about a quarter or half mile) around the characters' camp with dry brush soaked with kerosene. The perimeter completely encircles the camp, except that it comes right up to the river. There is about a mile of riverbank between the edges of the perimeter, and the 3 traps lie approximately in the middle. During the night, Cameron runs around and lights the perimeter on fire.

The entire perimeter will be aflame before the characters could sense it. The brisk wind coming from the north will spread the fire among the dead and dying trees and brush, pushing the fleeing characters toward the south. When they reach the southern edge, they will probably follow it to the river. The river is wide and swift, moving with the force of the spring thaw coming down from the mountains, and cold. Chunks of ice and snow flow down the waterway. If the characters then follow the river upstream to the north, they may fall into the traps. However, the goal is to get the characters into or across the river. Building a quick raft, felling a tree for a bridge, jury-rigging a firebreak are all acceptable alternatives. They should realize that the fire was set deliberately, especially if they discover the traps (which would protect them if they fell in; there are no spikes at the bottom). They have about two hours to figure something out before the blaze will consume them where they stand at the edge of the water. There is no chance they can escape simply by standing on the bank, and if they get in the water at all, they will be swept away.

If the characters fall into the river, they can maneuver 15 or 20 minutes before freezing. It should take them at least 10 minutes to be able to get hold of anything on either bank, even if they are on a raft (the farther they go downstream, the better). By this time, they will have washed past Colorado Springs to where the road is now on the west side of the river. If the characters have any equipment or belongings you think they would be better without (especially items they have stolen or are too much for a beginning character), you can remove them from the game expediently by burning them in the forest fire or losing them in the river.

They should exit the river on the side by the road. It will take a fire and a night of rest to recover. When they discover the road, they will be only one day's travel north of Pueblo. If the characters managed to avoid the river, they are still coming south on this road anyway and will eventually get to Pueblo.

Optional random encounters, for use when characters are travelling on foot:

Travelling peddler: Group encounters a single peddlar on foot with pack animal, can provide general goods but limited food or water.

Dying travellers: Group encounters a couple travellers who are dying of easily identifiable starvation and/or dehydration. If the group members save them, the travellers will lead the group to a small cavern containing rations, blankets, clothes, or something useful to the group.

Water shortage: While travelling, the group must go a long distance without water. If rations run out, finding anything to hunt will be difficult and the rations from such hunted meals will not contain adequate water. The group will begin to be bothered by the smell of each other with the lack of bathing.

Footwear: One member of the group has footwear which can no longer support long walks. The moves of this character are reduced to one while walking distances until the footwear are replaced.

Part 3: Roberto's Raiders

As the characters enter the city of Pueblo, they see just another empty ghost town, abandoned and stripped of anything of value like so many other cities. All the homes and shops are emptied of anything of value, especially food and water. As they go further into the city on the old interstate, they see graffitti proclaiming Pueblo the territory of Roberto's Raiders. This will be spray painted on billboards and buildings near the edge of the city, facing outward, and readily apparent: "Roberto's Raiders / Enter and Die!"

Note: Roberto's Raiders are not a part of the Brotherhood of Freedom, aka the Raiders, though the players may mistake them as such. At some point you may wish to make this clear to the players.

Roberto's Raiders is a small band of pirates operating in this area of Colorado and farther south in New Mexico. Their stronghold is a public school in a residential area, and can be easily found if the character notice and follow tire tracks. There is a flag on the school's flagpole proclaiming the dominance of Roberto's Raiders.

If the characters miss all the telltale signs, have them spot some motion down one of the streets. As they approach, they will see three of the Raiders patrolling around the school. The Raiders keep a distance between them as they circle the buildings so that there is always one person on the front and back sides of the school at all times. There are also electric spotlights lighting the school area after dark, though the rest of the town has no electricity.

This is a good place to introduce a new character, if necessary. Have the new character already in Pueblo and aware of the

Raiders. They can be staking the schoolyard out, looking for an opportunity to sneak in and get food and supplies for themselves. They will gladly ask for the help of the other characters in getting in and out alive.

If the characters keep a watch on the building for most of a day, they will see a truck drive up to the building from the south, and enter the building from somewhere in the back (the high school mechanics shop). The characters should be out of food and most other supplies by this time. Either they will want to approach the pirates with a proposition or sneak in and steal food and supplies.

If the characters want to sneak in, it will require a difficult stealth roll for each person to cross the schoolyard without being seen. If they scout the neighborhood for alternate entrances, one of the characters will find a house with a basement whose foundation has fallen through into the sewer below. As the characters descend the stairs to the basement, however, they collapse leaving the characters stranded in the basement unless they want to take the sewer route.

The entrance to the school will be a manhole into the mechanics shop, provided they manage to follow the sewer correctly (use navigate rolls). Unfortunately, the sewer here is filled with the dried sludge from radioactive runoff, and has a background radiation level of 40 (40% chance that a character will have to roll on the radiation table just from this encounter). Record the radiations as the players roll them, and look them up later. They won't become apparent for about two weeks anyway, if the character lives.

There is a 60% chance the mechanic will be in the shop, and a 30% chance that someone is with him. The mechanic is the only Raider the characters have any chance of intimidating or making a deal with. All other Raiders, upon spotting the characters, will sound the fire alarm. If the characters attempt to take off with the truck and anything else in the shop without examining the rest of the school, they will have an easy escape. This is especially true if they coerce the mechanic into driving the truck for them. However, there is absolutely no food in the shop, and the mechanic is unable and unwilling to sneak the characters into the cafeteria which is always occupied by at least one other Raider.

If the characters are caught in the school, or if the characters approach the school buildings openly, the Raiders will sound the alarm and drop the heavy end of the hammer on them. They will attempt to subdue any of the characters they see (capture, not kill, if possible), using all of the Raiders except Roberto and his henchman Daniel, who remain behind in an upper level of the school, Roberto using his handgun sniper-fashion on any characters who attempt to cross the schoolyard. If possible, the Raiders will try to use patrols to flush the characters into the open outside and use the truck and ballista to peg them to the wall.

This should be an average challenge for the characters. They should use their heads and their skills, try not to get caught or do anything beyond their abilities, and get away alive. Without the truck, the Raiders will not give chase. With the truck, the characters can make much better time away from Cameron Hensley. Thus the truck is a major incentive, regardless of its value. If the characters have to take the time to learn how to drive, the truck will probably slow them down. Of course, if they've never tried this before, they wouldn't know; even starting a truck is an average drive vehicle skill roll for someone who has never done it before.

If any of the characters are caught, they will be bound by their wrists in the shower room of the men's locker room and interrogated by Roberto and Daniel. Unless they're rescued, they will be taken south in the truck after D6 days where they will be sold as slaves.

If the characters get both the truck and the mechanic, their destination is almost guaranteed. The mechanic drives Roberto during his weekly trip south to Albuquerque, where Roberto does the Raiders' trading. The mechanic has met and would be able to find and deal with the man Roberto obtains his gasoline from. The truck contains enough gas to get to Albuquerque, but not much farther. If the characters can come up with a cover story for Roberto's absence and the cash or goods to trade for gas, they could have a very valuable vehicle and a whole new outlook on the world and its opportunities. Otherwise, south is the only reasonable direction to head anyway, with pursuit coming from the north. It's a long journey on foot, but if they can get enough food from the Raiders they ought to make it. Of course, Cameron Hensley will have more traps waiting along the way for them.

Roberto's Raiders:
- Roberto Rodriguez is the leader of the group and carries a .38 revolver, a cutlass, and some throwing darts.
- Daniel Bracken is second in command has has a leather jacket, a cudgel, and some rope.
- Billy Nelson is a very strong man and has a sweater, cap, brass knuckles, and some flash powder.
- David Sloan is the mechanic and has tools, a hardhat, and coveralls.
- Sam Brady is the ballista operator, and is carrying some clothes and a club.
- Sean Simmons is a mercenary with a sword, some clothes, a backpack, and a roll of duct tape.
- Rick Milton is a mercenary carrying a sword, 2 rations, some cigarettes, and a bottle of liquor.
- Ray Madison is also a mercenary that has clothes, a club, and a knife.

Part 4: The Meeting

The road from Pueblo to Albuquerque is the same interstate the

characters have been travelling, though in slightly better repair. The land has changed from plentiful, albeit leafless, trees to barren and mostly treeless. The temperature is unseasonably warm farther south and the snow is completely gone here. Away from the road, the land is dry with patches of knee-high brown grass, the occasional shrub, and the rare tree. A couple dry river-beds are the only sign water ever existed here. Game is scarce, unless you consider lizards and insects edible. The journey from Pueblo to Albuquerque is about 315 miles, or about a month on foot or ten hours by truck (at a reasonable speed).

Along the way, the characters will see small communities near Las Vegas and Santa Fe. These exist only because there are working wells here, with dirty-looking and tasting water. The inhabitants are weak and sick. Roll on the Medical Mutations tables if the characters eat, drink, or stay for more than a few hours (more information can be aquired at the deadEarth web site). There is nothing worth doing or taking in either of these places. All of the other towns along this road are deserted and scavenged.

Assuming the characters are approaching Albuquerque in the truck, there will be a band of pirates waiting for them, watching their approach by the dust cloud the truck kicks up. The ambush is planned for a spot where the road curves up and around a hill, with hills rising to both the left and right of the road. Six pirates attack on horseback from the front and both sides, and one loops around to attack from the rear, cutting off easy escape. All of the pirates have clubs, two have swords, and the leader has a .22 semi-automatic pistol. All have hand-to-hand skills and weapons skills at 4D6 (unless the characters grossly outmatch them, in which case higher), and beast ride at 5D6.

The goal of the pirates is to get the characters out of the truck (the driver especially) and stun them, so that they may be bound and brought back in the truck to be sold as slaves. If they fight back too hard, the pirates will go for blood and the quick kill. The goal of the encounter is to tie the characters up for a few minutes of game time. If the pirates manage to subdue them all and bind them, that's good. If not, that's okay also. It's okay to kill off the mechanic/driver NPC at this point.

Once it appears the characters are in trouble, bring in another group of fighters from the same direction the pirates came. These ten fighters will approach on foot, running, carrying bows and swords. They will be upon the group in two minutes, at which time the pirates will turn on the new group and attack them, then flee from the ranged attacks by the bows. This new group of mysterious fighters will approach the characters, and the leader says:

"Peace and safety to you all. My name is Sonja Cullinan, and these people are with me. I apologize for our late appearance, but we had not heard this band of pirates was on the move

until too late to intercept them. We didn't know where they were headed and had to track them here. I'm glad that we found you before they finished the job.

No thanks are necessary. We have a camp you are welcome to, with food and trading for goods and services. I also know a place not far from here where you can hide your vehicle. I wouldn't suggest you bring it into Albuquerque proper. There are worse than these pirates there, and many more of them. You couldn't possibly keep it in your possession for more than a day, not without an army. In fact, if you're interested in getting rid of it I could hook you up with someone interested, no doubt about it, and fair, too."

Sonja is second-in-command of a group of freedom fighters led by Miguel Diaz, a legend. True to her word, she will send the other nine fighters back to camp and accompany the characters alone while they hide the truck in a dry riverbed off the road, and cover the tracks. Then she will escort the characters to Miguel's camp, where they are introduced to several other members, most of whom are friendly and courteous. They can barter for provisions during daylight hours, including weapons (except firearms) and some pieces of light armor. Miguel is gone for a couple days on an errand, and Sonja offers to accompany the characters into Albuquerque if they wish it. Sonja has a charisma of 6D6, weapon and hand-to-hand skills at 5D6, and a renown of 4. Her other fighters have skills at 4D6.

Note: Though not an official subset of the Brotherhood of Freedom, aka the Raiders, these freedom fighters are loyal to the Raiders and uphold their beliefs. However, these freedom fighters are more concerned with slavers than political agendas.

Albuquerque is a wretched place where scum and villainy are the high points. It is not only a major marketplace for the slave trade, it is a major distribution center for all type of trade. Bruisers, mercenaries, and thugs are hired to fight off the pirates, bandits, and thieves. The city is composed entirely of murderous bastards and skulking degenerates. Mutants are reviled, and anyone who can manage to incapacitate one long enough to sell it into slavery would try it. Thieves don't bother to wait for darkness, and bartenders don't either. Allegiances are as shifty as the populous, and the connections that protected you in the morning might mark you by nightfall. Overall, one of the worst places left on the face of deadEarth, with nobody to oppose it.

Sonja is well acquainted with the major independent trader in Albuquerque, Bloomin Joe. Joe works out of a home in an otherwise deserted residential area. His basement is connected through a tunnel to another home on another block, which serves as an emergency exit and back door. He transacts business on a screened-in porch on the second floor, overlooking the front entrance and road. He has no bodyguards, but has an unwritten rule that no more than one person be allowed in the house at any time. Joe will buy and sell anything except foodstuffs and slaves, including rare weapons, ammunition, armor, vehicles, and gasoline. His selling prices are usually 25% above average cost, and buying prices are determined by haggling beginning with 25% of the average selling cost. Rare items may take up

to D6 weeks to acquire. Joe has appraise, haggle, spot trap, and other pertinent skills at 6D6; he has 4D6 charisma and 4D6 brawling skills. He also has a renown of 6. Bloomin Joe will definitely buy the truck, as well as the spotlight, ballista and other accessories. Sonja will have made an offer to the group on the ballista, which Joe is not willing to top, on behalf of Miguel's fighting group.

Miguel will return the next day and be delighted to meet the characters. He will spend time with them, describing their lofty purpose and high ideals in an attempt to recruit the characters. His goal is to disrupt and bring down the slave trade in the region, which should help to dry up the city of Albuquerque, then move into southern California to continue opposing slavery in the southwest. Miguel will fully use his 6D6 charisma and influence, as well as his 28 renown, to encourage them to stay. He offers training in any number of skills, including hand-to-hand, some weapons, beast riding, pioneering, search, stealth, and many more if they join his group. Since there are no restrictions on the members, other than that they may not carry weapons or armor except when on missions, they could leave when they wished. The location of the camp is secret and is moved regularly, making them difficult to find even for bounty hunters.

If the characters stay, the training will take a minimum of 3 months. They are being groomed for a simple reconnasaince mission, but will not leave until training is complete (i.e., they feel ready, within a reasonable time frame). They may go into the city occasionally, but cannot carry weapons or armor which might give them away as members of Miguel's band. Also, they must be blindfolded and led each way by Sonja or another trusted member of Miguel's force. During this time, Cameron Hensley will have given up the chase, but visited his information sources in all the major cities of the southwest for updates, and warned them to be on the lookout for the characters should they surface.

This is a major turning point in the campaign. Before this, the characters have been on the run, and relatively directionless with their lives. After "The Meeting," they will hopefully have found a purpose, a camaraderie, a teacher or mentor, or at least something worth sticking around a while for. From here the characters could be sent out in a number of directions, on minor raids, scouting missions, or the next step in the campaign…

Albuquerque Locals:
- Jim Cronin is a local employer for security guards, etc.
- Bloomin' Joe is a trader with good informants who works or acquires for anyone and will sell out friends.
- Bob Brakor owns a local food store.
- Tom Jerky manages a warehouse used by some of the local traders to store goods.
- Ralph Smorpie also manages a warehouse.
- Miguel Diaz is the leader of the freedom fighters group who is

out to stop the slave trade.
• Sonja Cullinan is the second in command of Miguel's group.
• Sally Leigh is the one-eyed whippin' mistress of pain and teacher of hand-to-hand combat and other miserys at Miguel's camp.

Optional random encounters, for use in the city:
Radiation suit: The group encounters a small store which has available for sale in the front window a radiation suit. This will be priced at 10,000 $tandards, or an amount greater than all the $tandards of the entire group, whichever is greater. The store owner will not bargain on this item.

Training school: The group encounters someone who has a small school for training in some skill of interest to the group. This school is only slightly legitimate, and mostly fraud. The tuition will be high, the learning slow, and will never advance a skill past 4D6.

Useless map: The group encounters a man who offers to sell them a map of the area. The map will appear accurate on casual inspection, but will lead the group in the wrong direction if followed. This will become apparent after D6 days on the road.

Famous / infamous: The group encounters a person or people who have either heard of the group, heard of a person in the group, or heard about the exploits of some anonymous people (who happen to be the group).

The Saga Continues

This campaign is continued on the deadEarth web site in the Game Masters Handbook; visit often for updates and expansions on this and other campaigns. However, by this point the game master should be comfortable with his/her job, and the players should be fairly comfortable in their roles. Feel free to take the campaign in your own direction; be creative.

The key to solving any complex problem is to have a good tool for help. As you might expect, if you have a complex problem, you may need a complex tool. Role playing is a complex problem; and typically the best tool you get is your character sheet.

We worked hard to make sure the deadEarth character sheet is both useful and easy to use. We'll also make periodic changes to the character sheet to make it the most useful it can be. Check out the web site at http://www.deadearth.com for updates. Though we've gone to all this trouble, we still didn't feel it was enough, so we wrote the following brief chapter to give you a jumpstart using the character sheet. Note that the first side of the character sheet is dedicated to most role playing situations, and the second side is designed for combat.

Character Statistics

Character statistics simply covers the basic attibutes of your character. It details everything from who owns the character to how fast the character moves.

player name. Who owns/plays this character?

character name. When you create your character, you should come up with a name for him/her.

strength. Strength is your ability to lift, push, pull, and carry. It is initially defined during character creation, and can be enhanced through skill, and degraded with age.

moves. Your ability to carry out actions and the speed to which you can do this. Moves also translates into the miles per hour you are able to run at top speed. Like strength, this will also be defined during character creation.

resiliency. Resiliency is your ability to recover from injury, fatigue, and other debilitations. Though this location states your permanent resiliency, you'll want to keep track of the fluxuation of your resiliency on the combat scratch pad on the back of the character sheet.

renown. Renown is a sort of fame rating in deadEarth. Everyone's renown begins at zero and can increase over time with significant acts. The ultimate goal of your character would be to reach legendary status at 25 renown. At that juncture you can submit your character to the legends database on the deadEarth web site.

shielding. Shielding is your ability to resist the effects of radiation. Everyone begin's with shielding at zero. Your shielding can be enhanced or degraded by the radiation table and by equipment. Whenever your game master tells you there is a percent chance that you will have to roll on the radiation table, subtract your shielding from that percent. So if your game master says, "You have a 45% chance to roll on the radiation table." and you

have a shielding of 15, then you'll only have a 30% chance to roll on the table.

height. Enough said.

weight. Again, you should know this if you are alive.

age. Use this space to record your age at character creation. Also ask your game master what month and year it is. This is how you'll determine when you'll change your age in dE. Unlike most role playing games, age truely affects your character over time in dE.

gender. Are you male, female, hermaphrodite, or eunuch?

$tandards. $tandards are the only form of monetary exchange left in deadEarth. No more will you use your dollars, pounds, francs, or rupies. No longer is VISA™ everywhere you want to be; nor can you Discover™ the possiblities; and you might as well leave home without your American Express™.

Radiations

Use the radiations space to record the radiation manipulations you aquire from the radiation table. If you're able to live long enough, you may need more space that what we've provided, but we doubt it. :)

It is important that you record your radiations in the order that you aquire them. Some radiations will affect your entire list or just a single other radiation on your list, therefore, you must know the order in which you aquired them.

Sources of Renown

Absolutely record the sources of your renown. You'll need to tell your legendary story in order to be added to the Legends database on the deadEarth web site.

Skills

deadEarth is a skills based gaming system. We've worked hard to make sure that the skills work well together and are fully integrated into the system. It is important that you document your skills properly or you won't perform well in the world of deadEarth.

The +/- column is your area to mark your natural abilities and inabilities. Be sure to mark them and apply them to your rolls. The D6 column is where you mark the level of your skills. Also note that some skills have a **(P)** listed after them. This denotes that the skill has at least one prerequisite.

Below the skills list find three areas of import. The first is the odds table for quick reference. The second is the skill point scratch pad. Use this to record your skill points as you gain them. And third is a quick reference table for using skill points to raise

skills. The horizontal row across the top is the skill level you are currently at, and the vertical column down the left side is the skill level you'd like to go to.

Armor and Hit Points

This section is the most used of all the combat areas. Use it to mark any armor you're carrying as well as any damage you take during combat.

Equipment

List all of your equipment and food in the equipment section. Don't forget to also tally up the weight of your armor and weapons to add to the total weight of the equipment you are carrying. Also use this section to mark your maximum carrying weight.

Combat Extras

A combat odds table is provided for your convenience. It lists descriptions for both hand to hand and projectile combat odds.

Use the combat scratch pad to keep track of your initiative, your enemies, and your resiliency as combat progresses.

We provided a list of hand to hand combat actions you might like to use during a typical combat. This is by no means a complete list, but should be enough to get you started in hand to hand combat.

Weapons

The weapons table on the character sheet exactly matches the one in the Players Handbook. Just copy over the stats from your weapon from the book to your character sheet.

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